

Sonic

the comic

Starting

SONIC
THE HEDGEHOG™



NEW
SERIES

SHINOBI!

BRAVES THE ELEMENTS!

Introducing
NEW
SERIES

CAPTAIN PLUNDER

**& HIS SKY
PIRATES!**

PLUS

TAILS PIN-UP!



Welcome Screen

metadroid

HANDY HUMES!

A photograph of two children standing in front of a green leafy background. The child on the left is wearing a white sweatshirt with a large graphic of Sonic the Hedgehog. The child on the right is wearing a red sweatshirt with a large graphic of Taz the Tasmanian Devil. Both children are smiling and have their fists raised in a playful gesture.

[illegible]

The Sega Charts










ELSPA
CHARTS
BY
GALLUP











MEGA DRIVE

1. FIFA SOCCER '95
2. AUTO MATCHES 3
3. CRASH FEVER
4. THE LION KING
5. PGA TOUR GOLF 3
6. JIMMY WHITE'S WHIRLWIND SNOOKER
7. WICKED MANIA
8. SONIC SPIRITBALL
9. SONIC AND KNUCKLES
10. RUGBY WORLD CUP '95


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- 7  SHERLOCK HOLMES 2
- 8  PRINCE OF PERSIA
- 9  SHERLOCK HOLMES
- 10  MICROCOSH

MASTER SYSTEM

- 1  ROBOTNIK JET HOVER
- 2  SONIC CHAOS
- 3  SONIC THE HEDGEHOG 2
- 4  JUNGLE BOOK
- 5  DONALD DUCK
- 6  SONIC THE HEDGEHOG
- 7  DESERT STRIKE
- 8  THE LION KING
- 9  CYBER SHOGUN
- 10  ASTRO AND THE SECRET MISSION

◎ 中國三 ◎ 三 南 齊

- 1  COOL SPOT
- 2  SUPER OFF ROAD
- 3  SONIC THE HEDGEHOG 2
- 4  TAT-MABLE
- 5  THE LION KING
- 6  SONIC CHAOS
- 7  MICKEY MOUSE 2
- 8  WORLD CLASS LEADERBOARD
- 9  FIFA INTERNATIONAL SOCCER
- 10  THE SIMPSONS

SONIC

THE HEDGEHOG

Mystery of the Sandopolis Zone PART 1

Written by
Michael W. Smith
Art by
Richard Elson
Cover by
Mike De La Torre

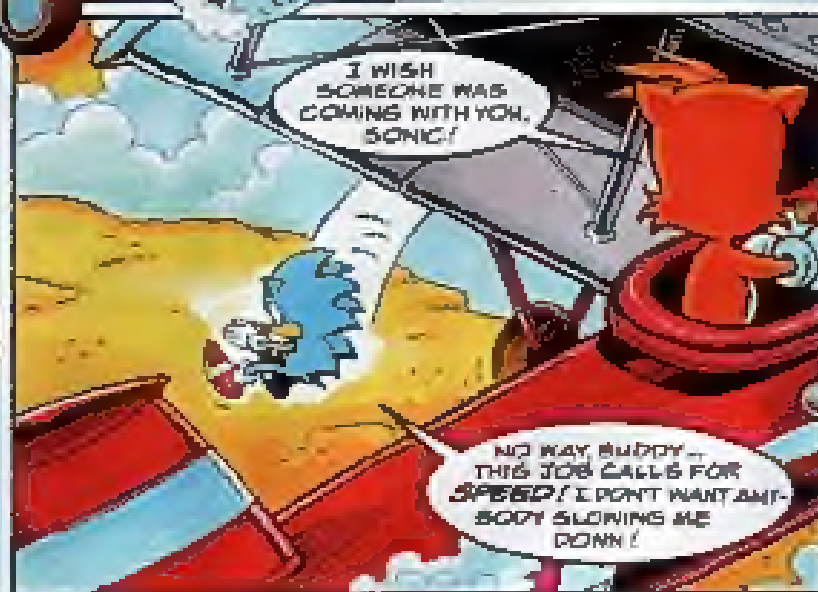


LOOK, SONIC. UP AHEAD! CAN YOU SEE IT?

I SEE IT, LITTLE BUDDY...



...WE'VE MADE IT BACK TO THE FLOATING ISLAND!

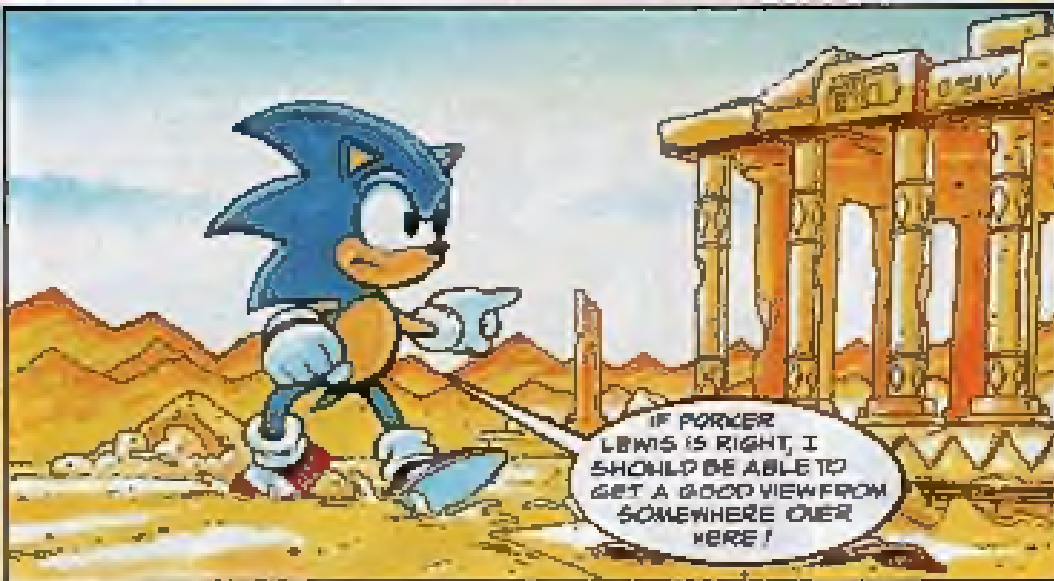


I WISH SOMEONE WAS COMING WITH YOU, SONIC!

NO WAY, BUDDY... THIS JOB CALLS FOR SPEED! I DON'T WANT ANYBODY SLOWING ME DOWN!



THE SANDOPOLIS ZONE - YES! THIS LOOKS LIKE THE PLACE ALL RIGHT!



IF FORKER
LEWIS IS RIGHT, I
SHOULD BE ABLE TO
GET A GOOD VIEW FROM
SOMEWHERE OVER
HERE!



AND
THERE IT IS...
THE DEATH
EGG!

BOY,
THAT THING
SURE GIVES
ME THE
CREEPS!

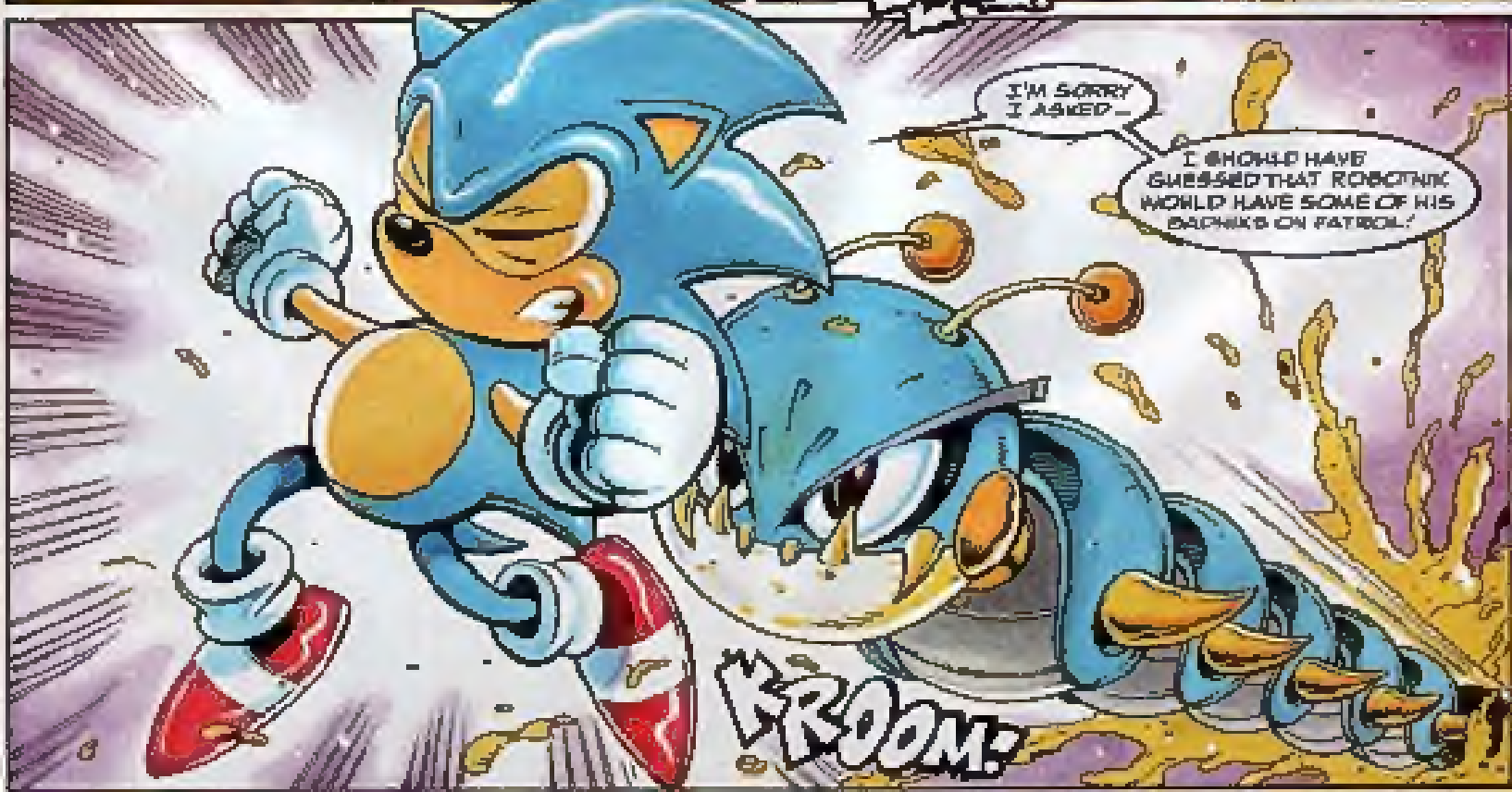


I CAN'T
LET THAT
HAPPEN!

IF ROBOTNIK
FINISHES THE
REPAIRS THE
EVERY-
ONE WILL BE AT
HIS MERCY!



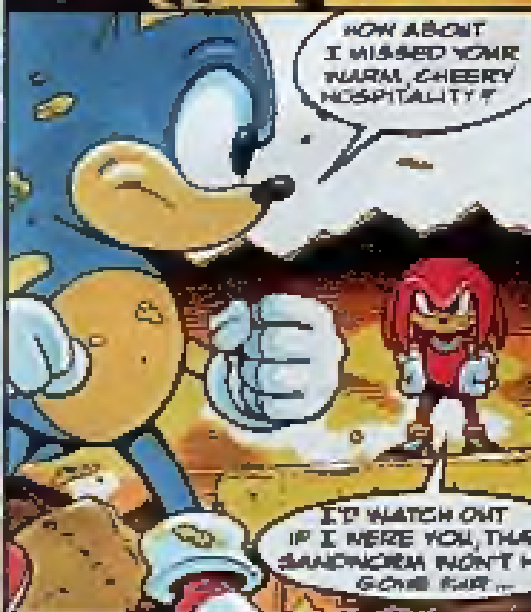
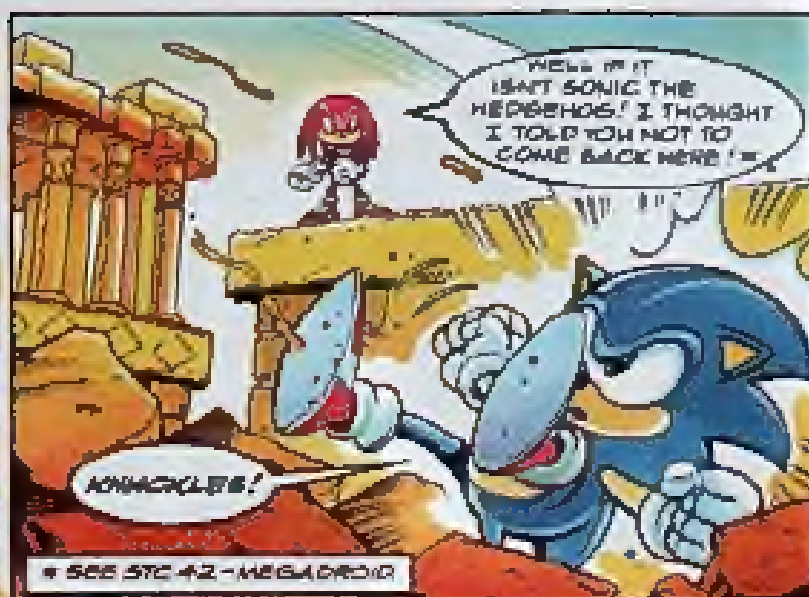
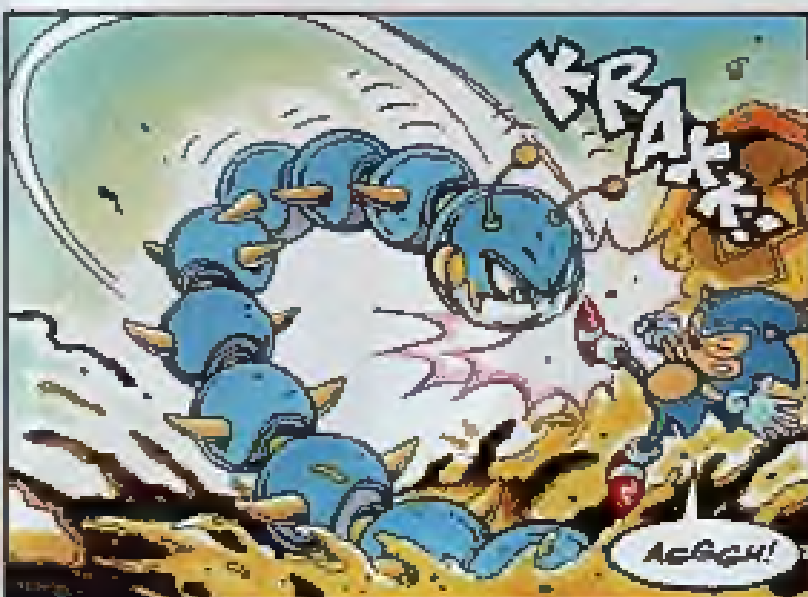
HEY!
WHAT'S GOING
ON HERE?

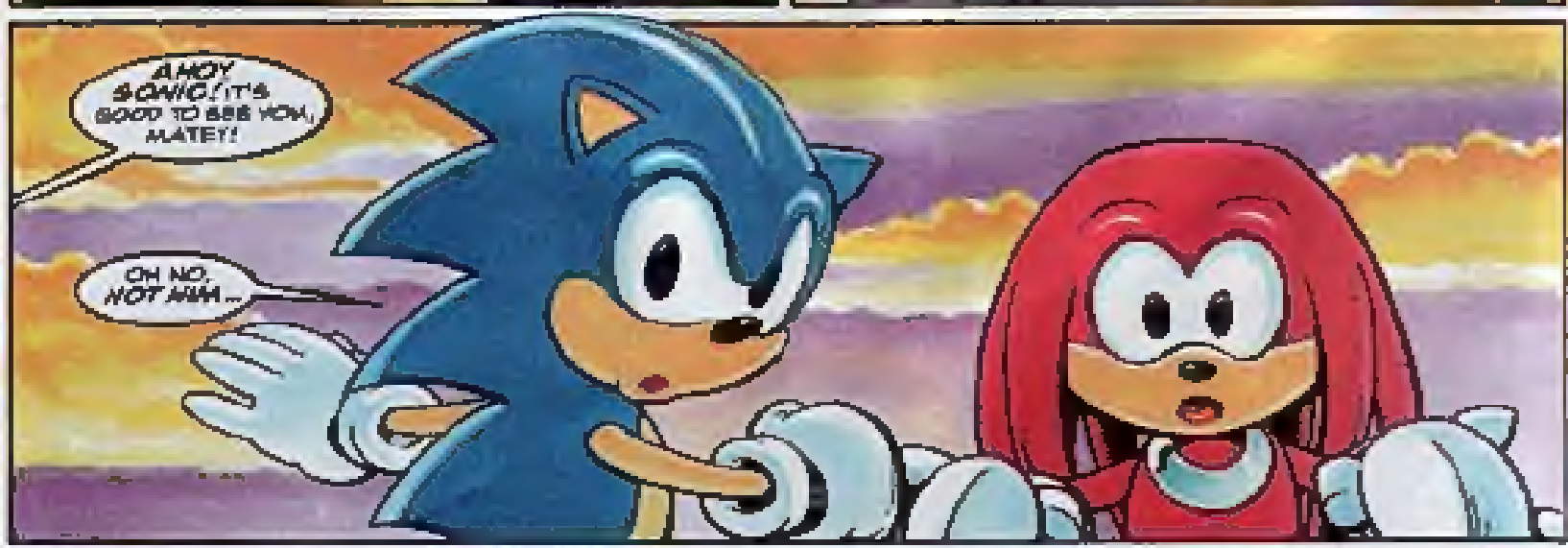
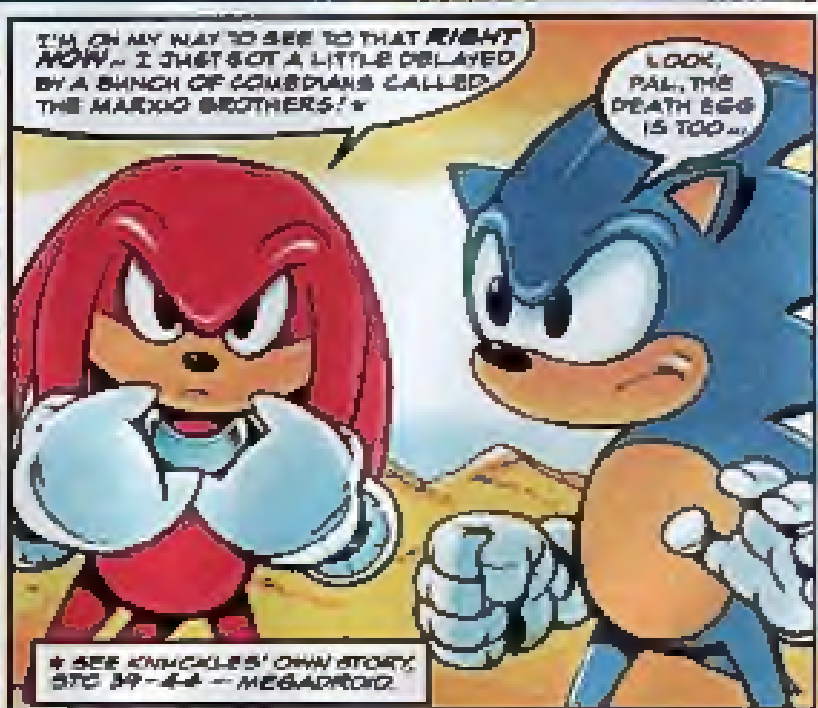
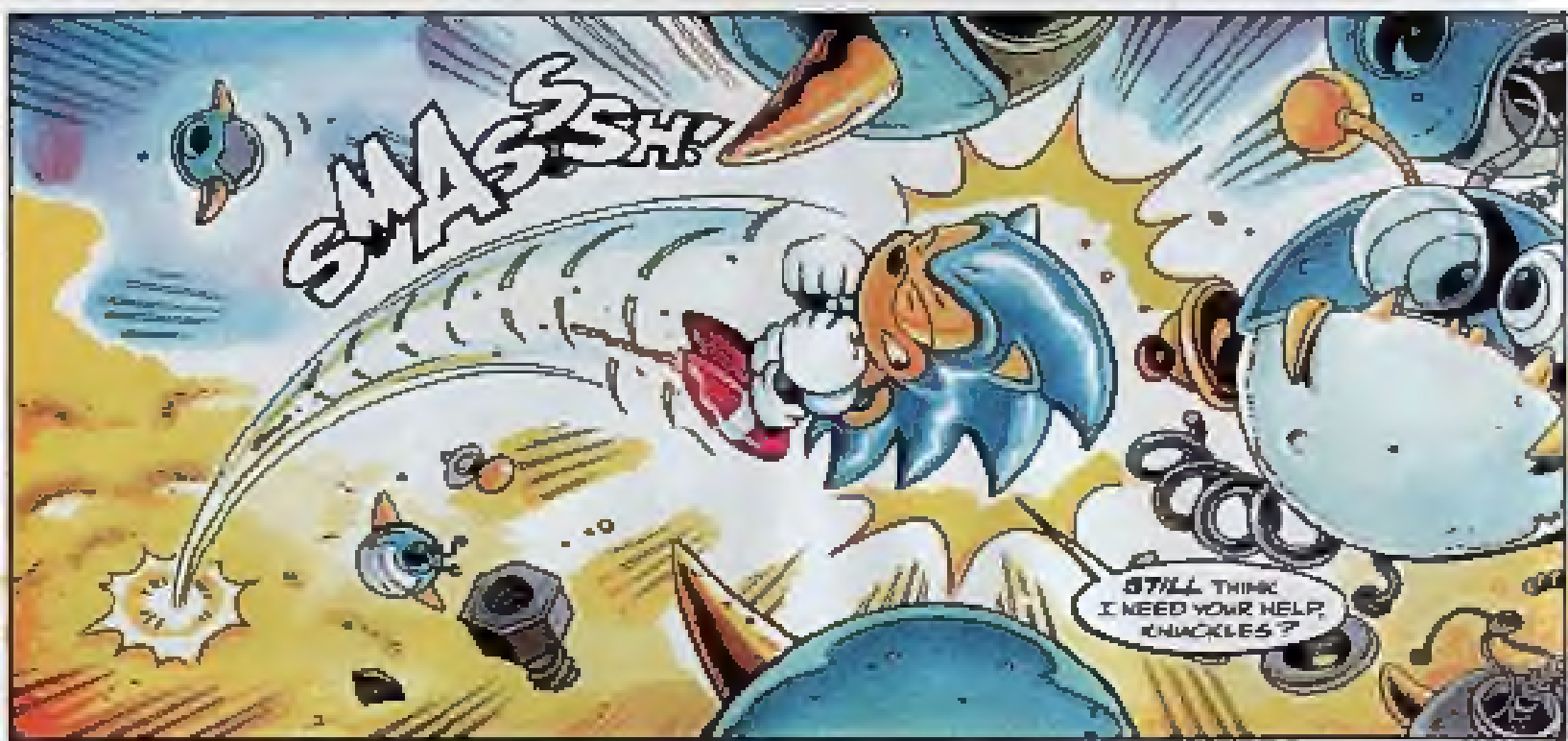


I'M SORRY
I ASKED...

I SHOULD HAVE
GUESSED THAT ROBOTNIK
WOULD HAVE SOME OF HIS
BACHNIK ON PATROL!

BOOM!







IT'S CAPTAIN FLINDER!

IF I DIDN'T KNOW BETTER I'D THINK
WE WEREN'T PLEASED TO SEE
ME, OLD CHUM!

* SEE STC 28-29 FOR THE
GOOD CAPTAIN'S PREVIOUS
APPEARANCES - MR.

SONIC, DO
YOU KNOW THESE
PEOPLE?

LOOK, WHY DON'T
YOU JUST INVITE EVERY-
ONE FROM MOBUS TO COME TO
THE FLOATING ISLAND? DON'T WORRY
ABOUT ME, IT'S ONLY
MY HOME!



CAPTAIN,
WHAT ARE
YOU DOING
HERE?

TREASURES
LAD!

PERFESSION,
FETCH THE MAP!





NEXT ISSUE! THE CHASE!

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewer:
David Gibson



B.C. RACERS

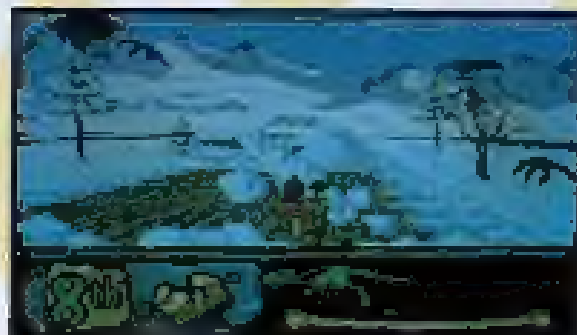
game type: RACING

Mega CD

1-2 PLAYERS

Here's another game to put you in the fast lane. B.C. Racers is the latest Mega-CD release from Core Design - the most prolific Mega-CD publishers around. The story goes that Millionaire playboy Millstone Rockefeller arranges a wild 'n' wacky BC bike race, the winner of which receives the Ultimate Boulderdash Bike!

B.C. Racers is set in Fred Flintstone-time (lots of rocks and dinosaurs). Played over 32 tracks, the game also features no less than eight types of 3D terrain (ranging from night through to the chilly snow-blizzard course). Each one of the 32 tracks are texture-mapped in 3D and the whole thing plays in a similar fashion to Nintendo's Super Mario Kart.



RACING SYSTEM

under 40% = Yarnerville
40 - 70% = Normalville

70 - 90% = Fun City

90 - 95% = Big Time City
Over 95% = Mega City

At the start of the game you're asked to select from one of six bikes. Each one carries two characters and

each have their own attributes. All of the characters also carry a weapon which can be used to knock off an opponent during a race - very handy indeed!

Nitros can be found during a race to boost your vehicle, which is highly necessary as your bike goes real s-l-o-o-o-w. This makes the game very hard indeed. Even I haven't reached first place position yet!

B.C. Racers does have a two-player option, although you're unable to race against one other. Instead, one of you steers while the other sits in the side car and leans into corners etc. Shame, because a real two-player race would have made it real fun.

B.C. Racers is an enjoyable racing game to start with, but ... unfortunately, it contains too many downers to give it a really unbeatable score.



FAST FAX

PUBLISHER PRICE
CORE DESIGN £14.99

GRAPHICS

..... 87

SOUND

..... 80

PLAYABILITY

..... 78

RAVES

An enjoyable race with an impressive cartoon entry.

GRAVES

Too hard on real two-player option, occasional fuzzy graphics.

OVERALL

79%



A great number of car racing games have been released over the past year, including the excellent *Virtua Racing Deluxe* and *Micro Machines 2*. However, few of them have been based around the dangerous world of rally driving. *Power Drive* is one such title that attempts to recreate

the hazards and pleasures of one of motor racing's most dangerous sports.

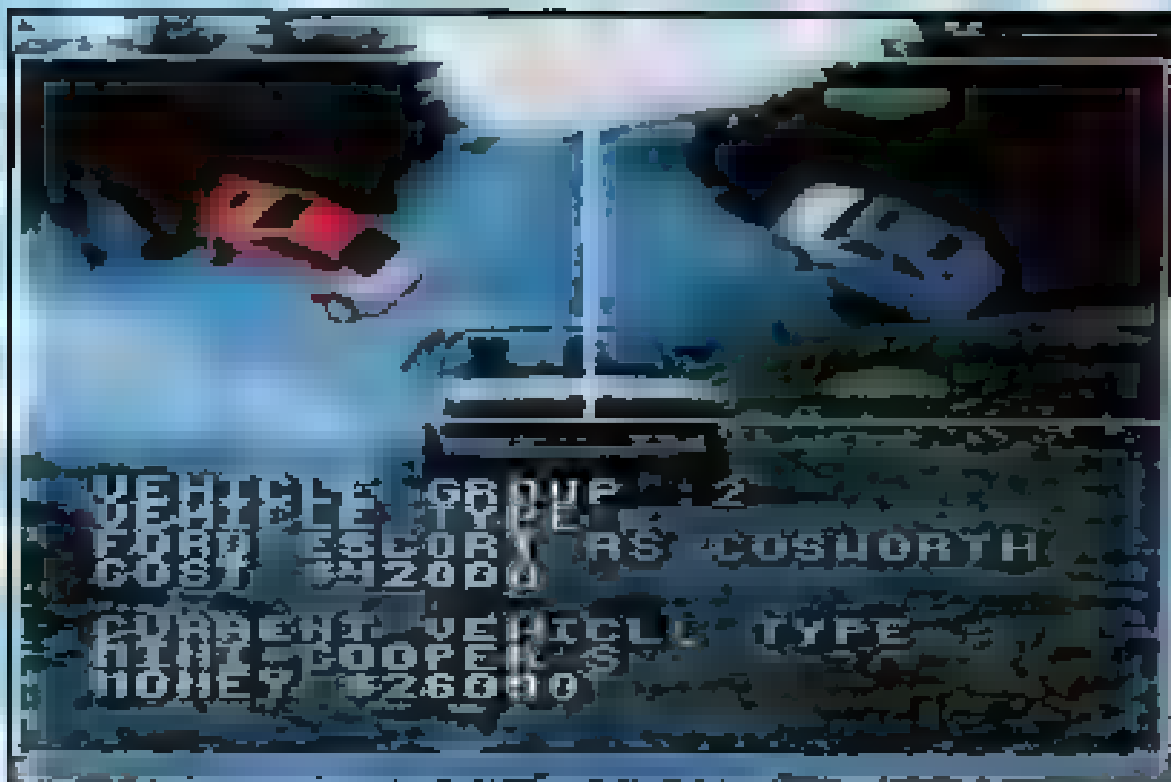
Played from a top-side perspective, *Power Drive* takes you across eight international locations from Monte Carlo and Sweden to Britain. Each one has its own driving conditions; i.e., Australia has a hot and humid climate

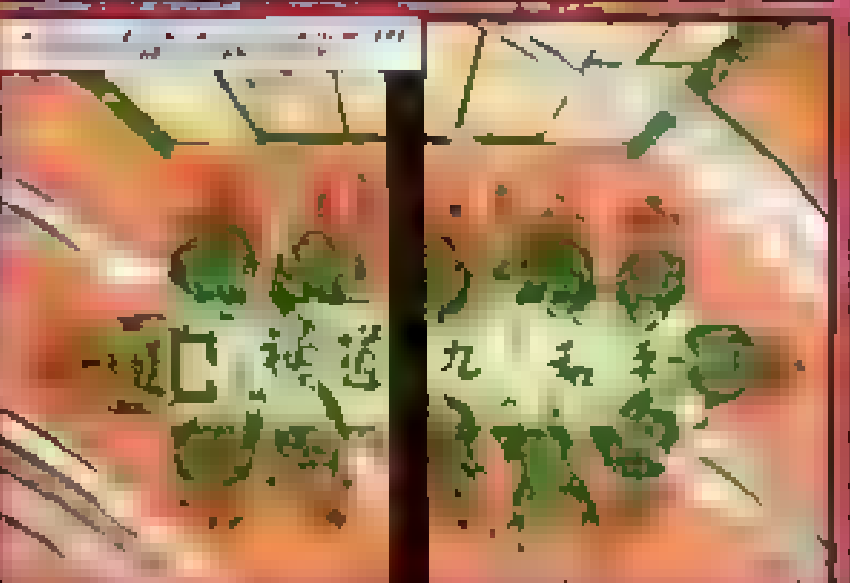
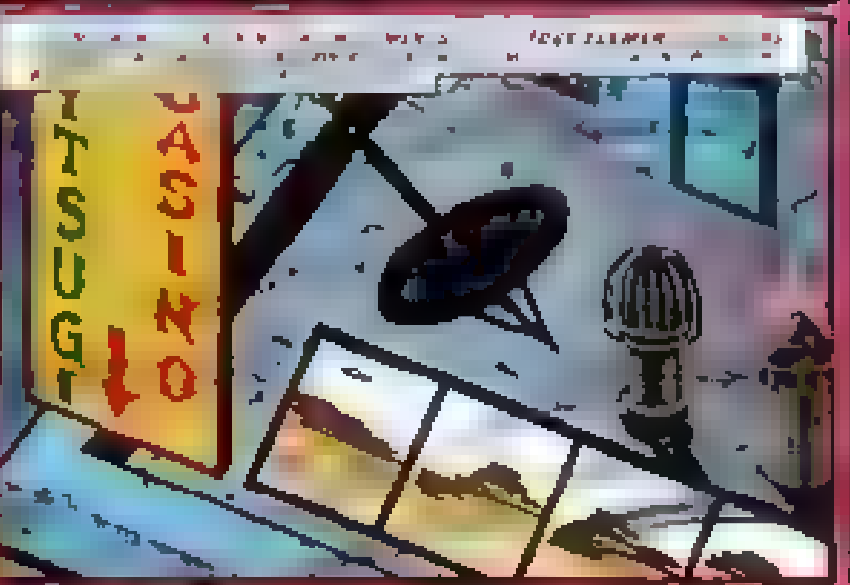
with a sandy track. Also, with a total of 48 races in the game there's more than enough to keep even the most race hungry driver happy.

At the start of the game you're given a spending budget of \$20,000. Using this cash you must purchase one of the two cars on offer from Group H, which includes a Mini and Fiat Turbo. From there, it's off to the first race. You'll soon discover that it's quite difficult to control your car. The first few times you play you may find the car crashing into the sides of the road etc., but once mastered, steering becomes second nature. As this is a rally car, you'll need to learn how to perform handbrake turns and power slides.

Power Drive is a fun and playable driving sim, but it does have some drawbacks. Most of the races are against the clock, and the race

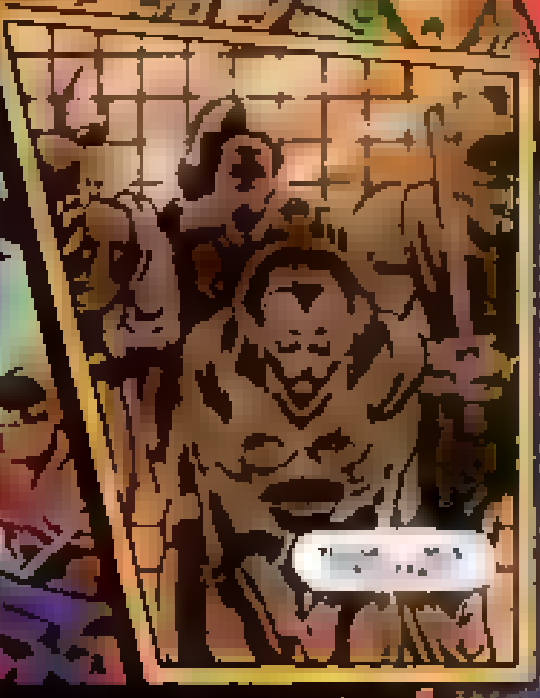
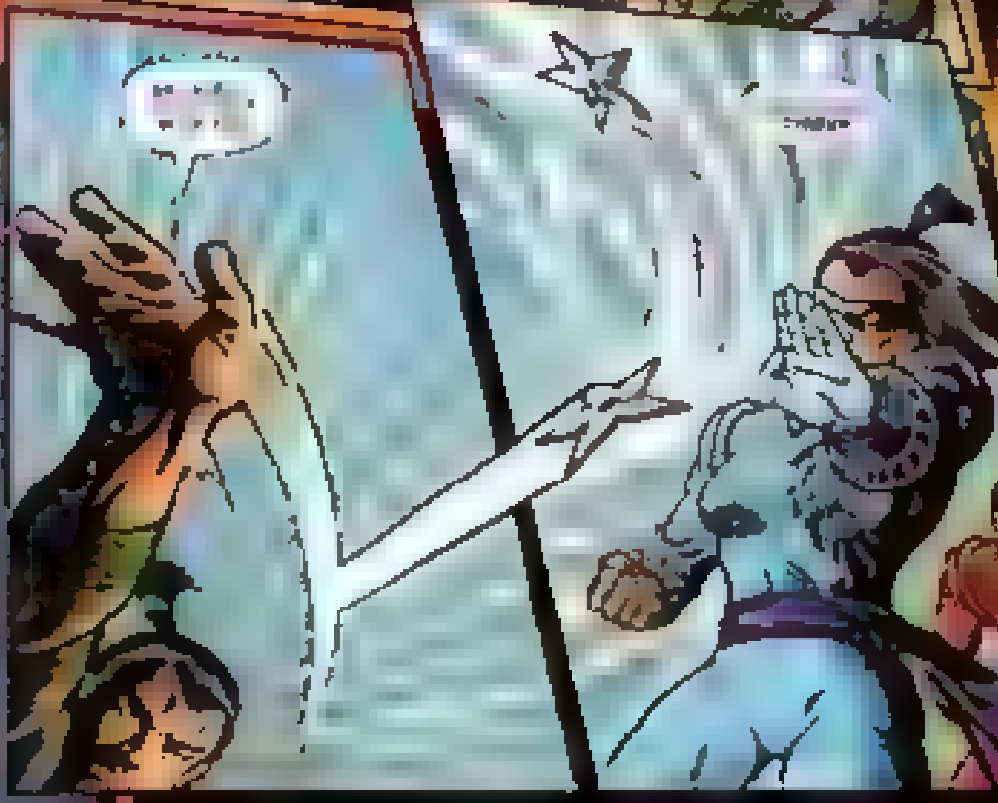
that does feature opposition on only has one computer car. On top of that, there is no real two-player option. You can actually have between two to eight players, but not at the same time. *Power Drive* is a good driving sim, but lacks the fun of *Micro Machines 2*.

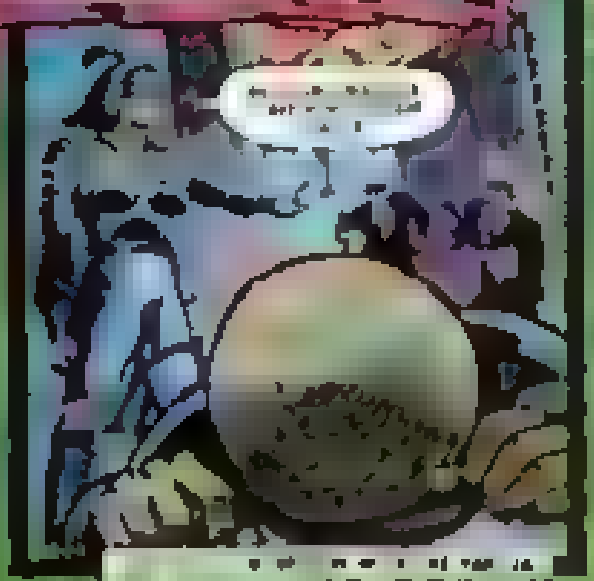












Zone

Such is the excitement surrounding the new Shikohi series, that STC has dedicated a special scribbling section in its honour. As usual, the Gooners behind the artwork will each receive an original, STC badge, not seen since issue 21.

504 b.

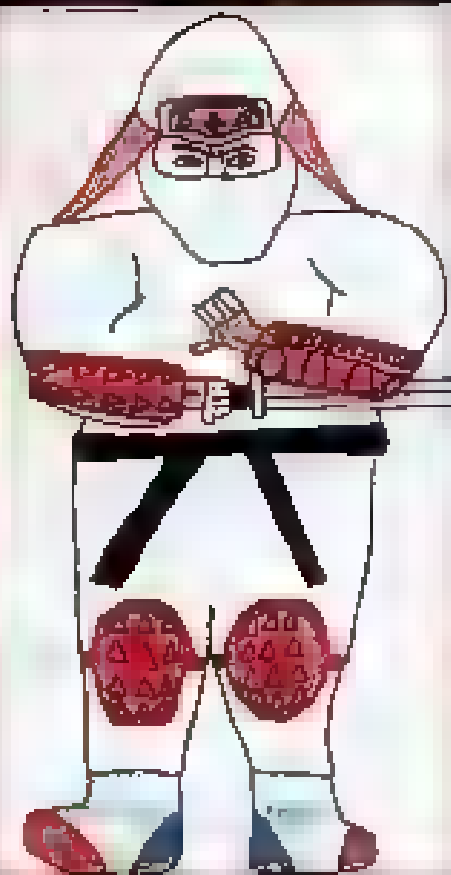
Cara Morgan
Panga We co
MD 0000
Sot & Badge Winner



AA 50 76



Erk Rutherford, London.
MD 0000
Sot & Badge Winner



the
hedgehog
he was
behind the
sword?

Inter-
view,
Hedgehog
he and his
sword, the
Sot & Badge
Winner.



Please send name & address
Sonic Badge Winner

SONIC LEE IN



Kobayashi Sensei,
Pick up: Ken
Sonic Badge Winner

DRAGONHOOD

Nina Keuerlian



Martin Davies, Bridgend Wales
MS owner
Sonic Badge Winner

SONIC'S WORLD

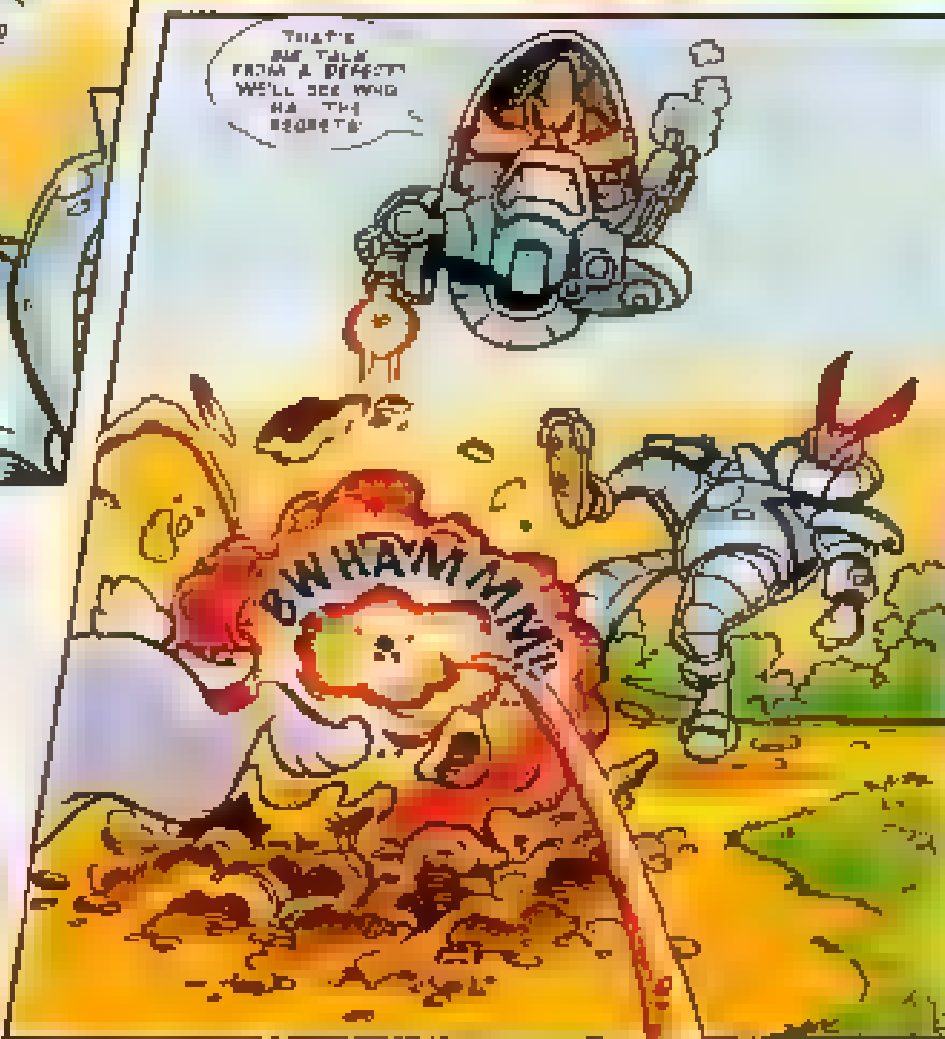
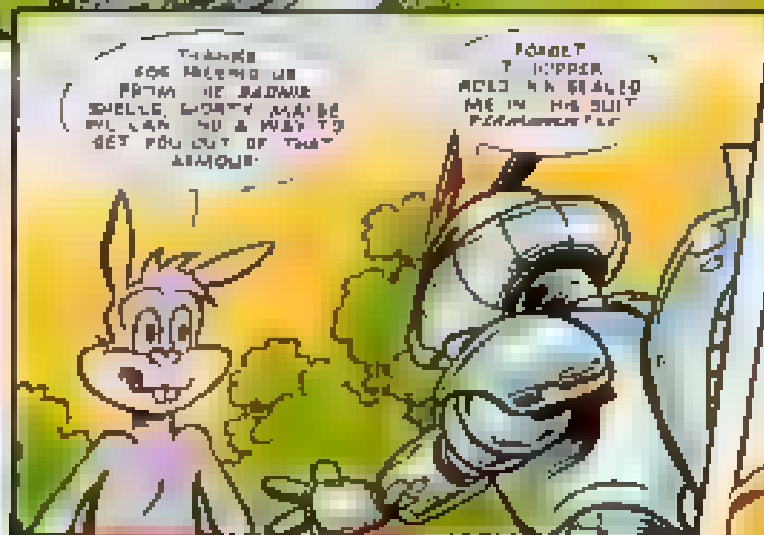
Enter the Cybernik Part 3

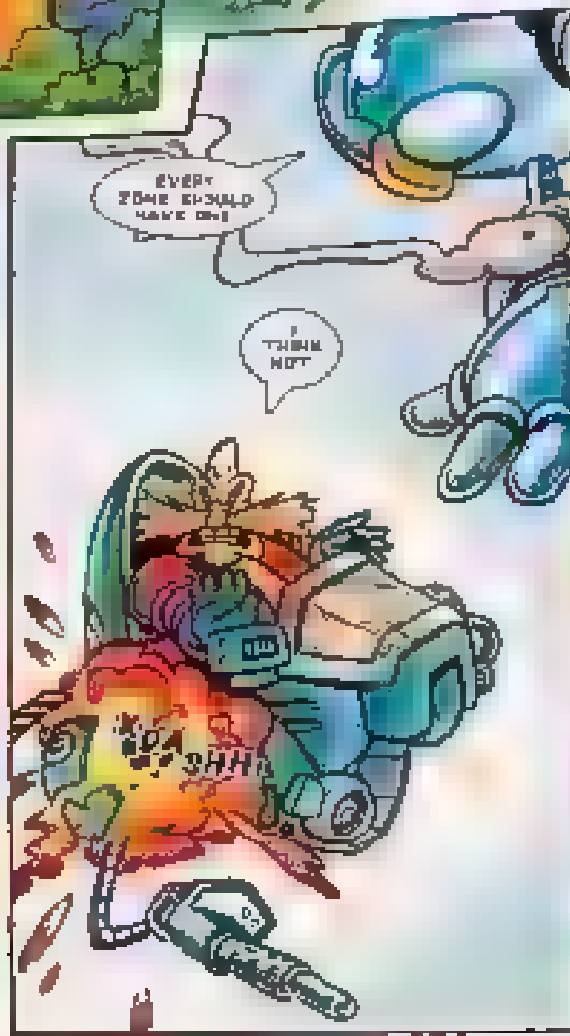
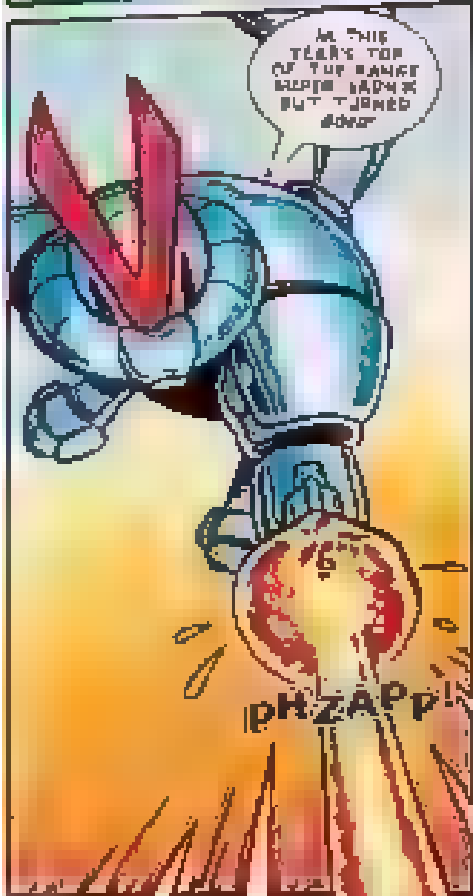
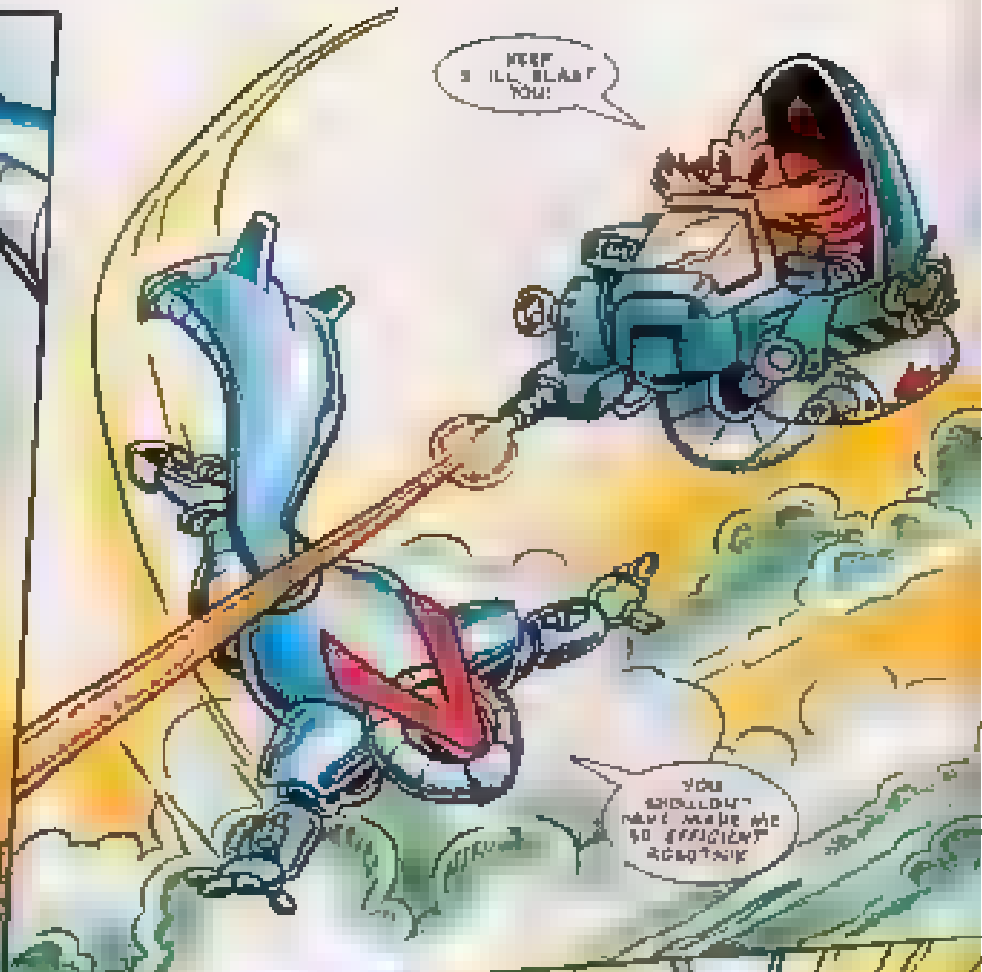
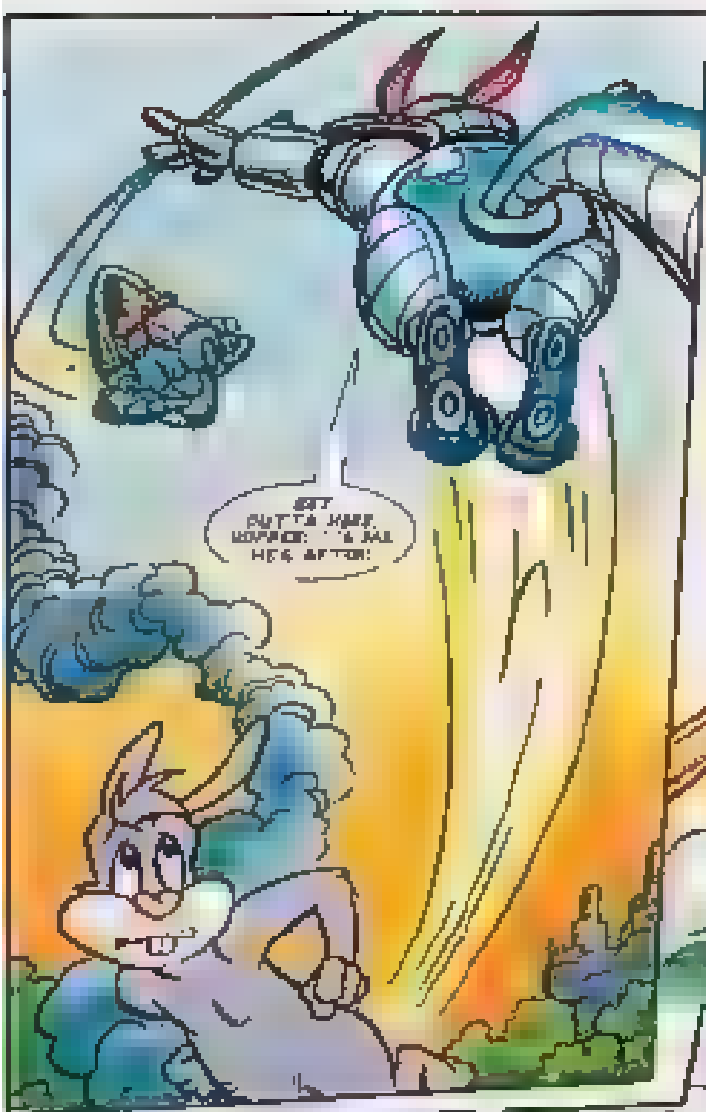
Script: Larry Stringer
Art: Roberto Torres
and Zoltan M. Boros
Lettering: Steve Potter

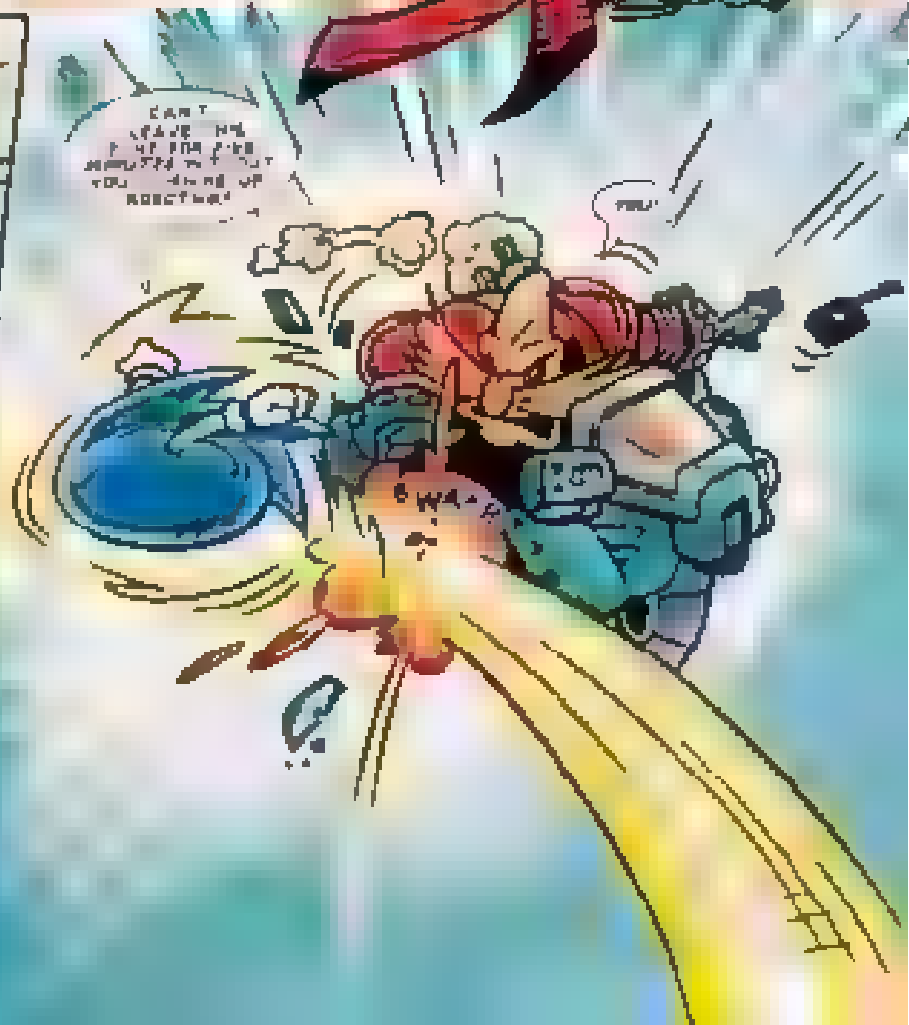
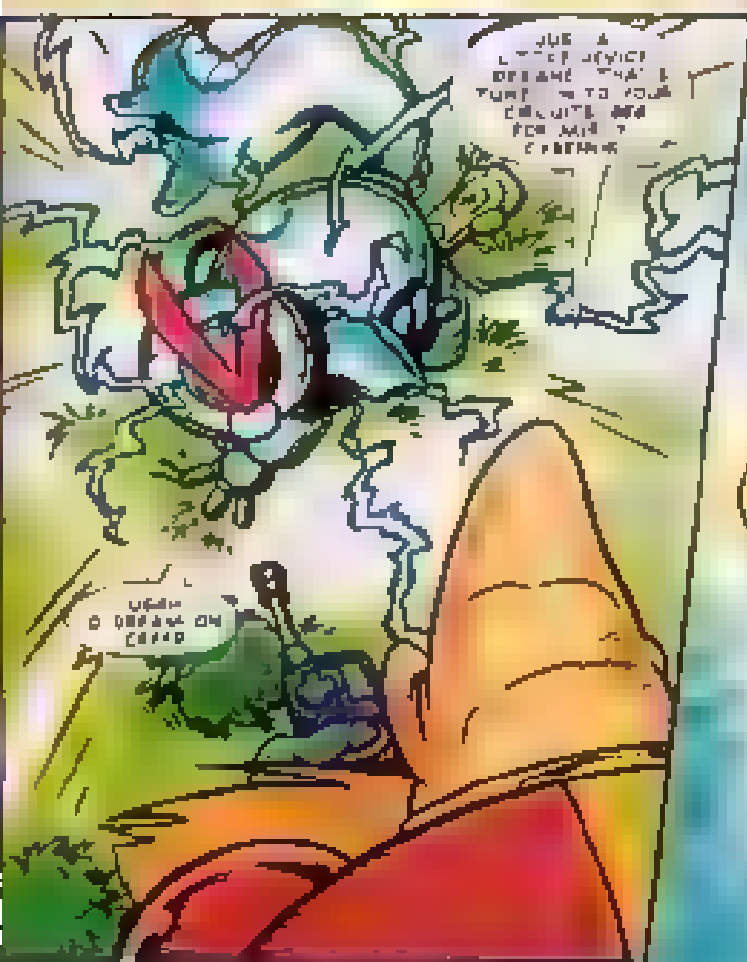
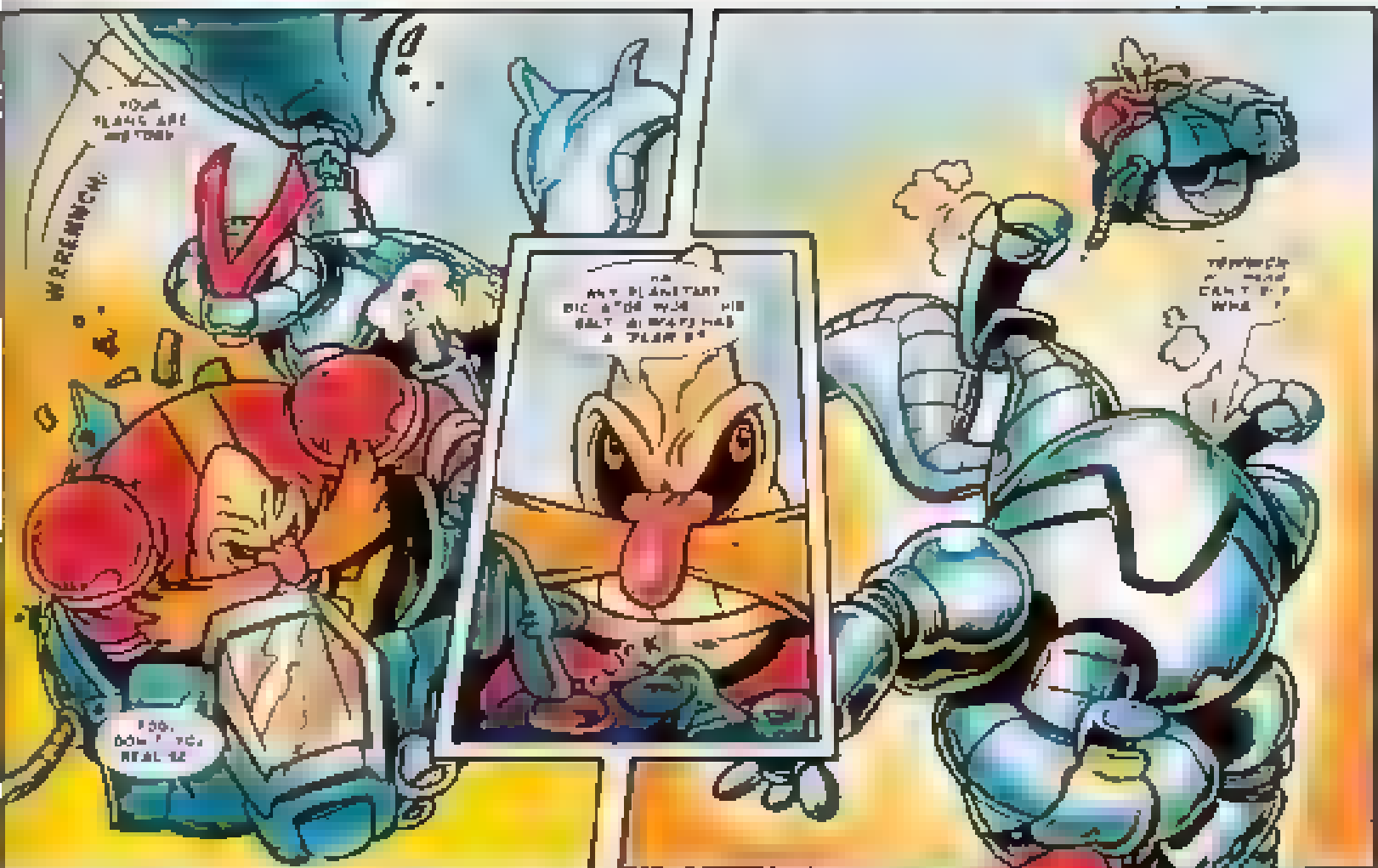
DOCTOR BOMBPAH HAS TURNED EMBROIDER INTO THE ULTIMATE BOMBPAH INTO A NEW SUPER BOMBPAH LATER TO THE CYBERNETIC PLANT. THE CYBERNETIC PLANT IS NOW AND THE CYBERNETIC HAS A FACE AND HAS TURNED AGAINST BOMBPAH.

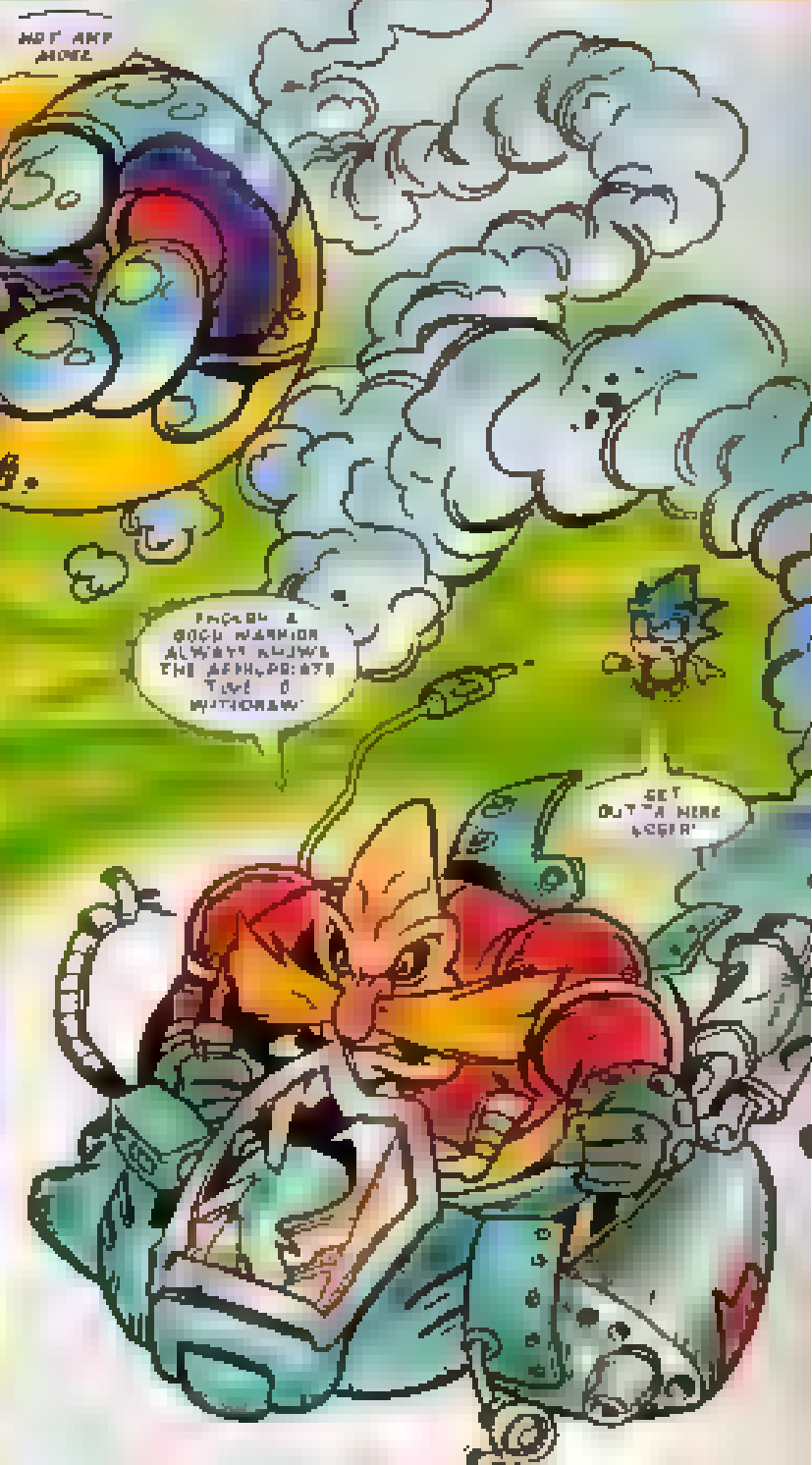
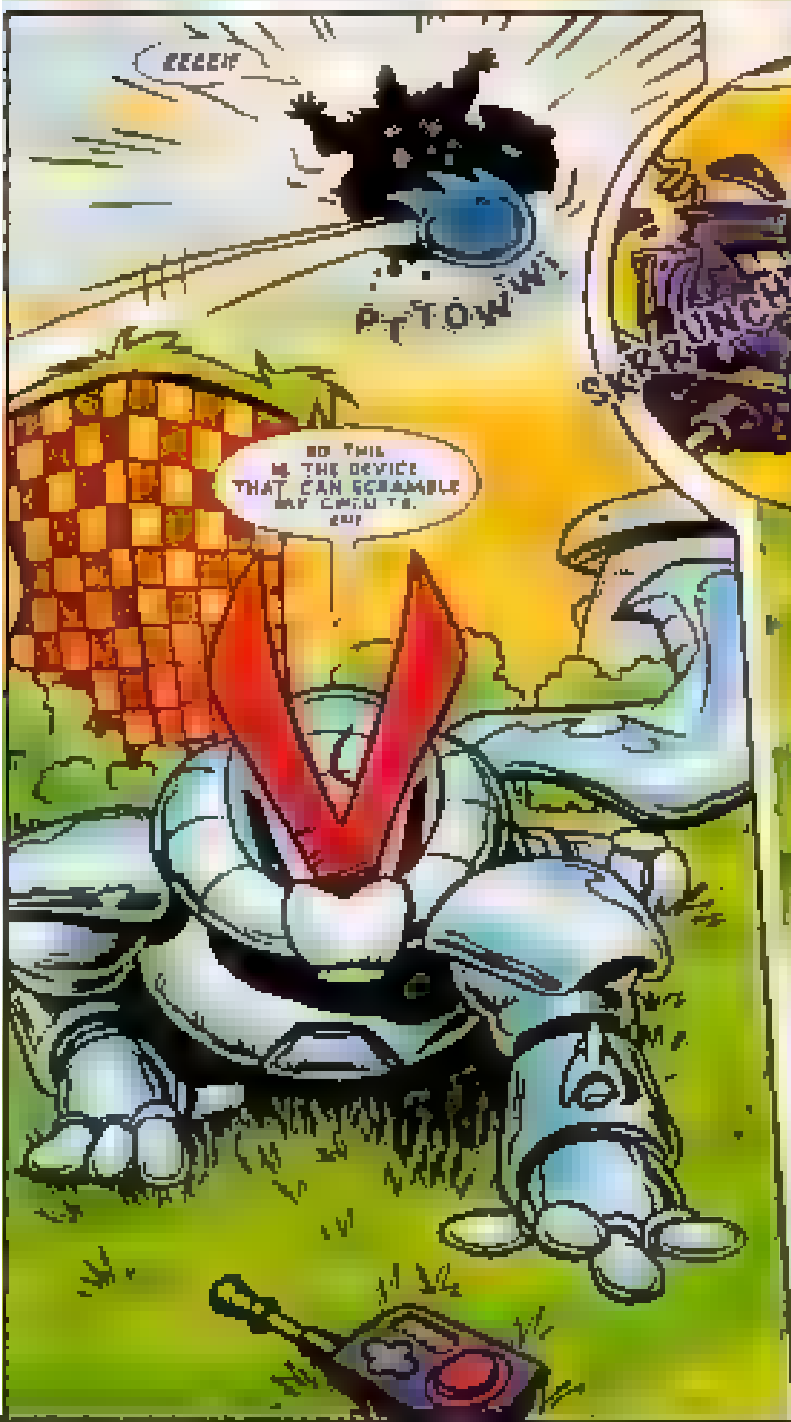
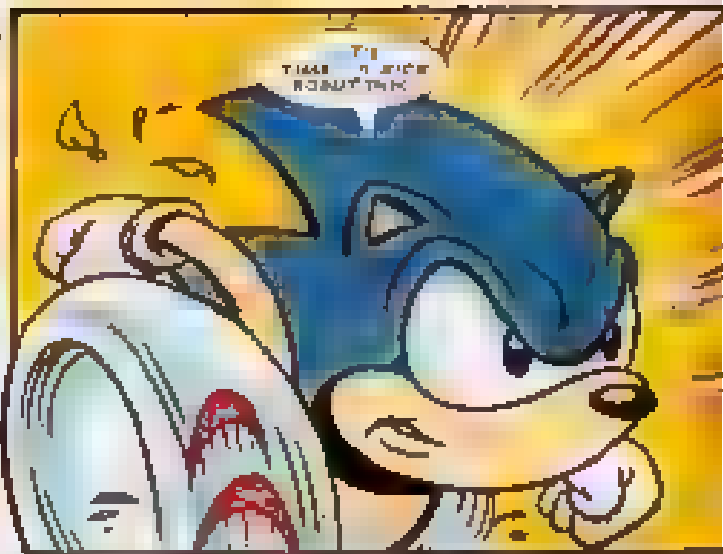
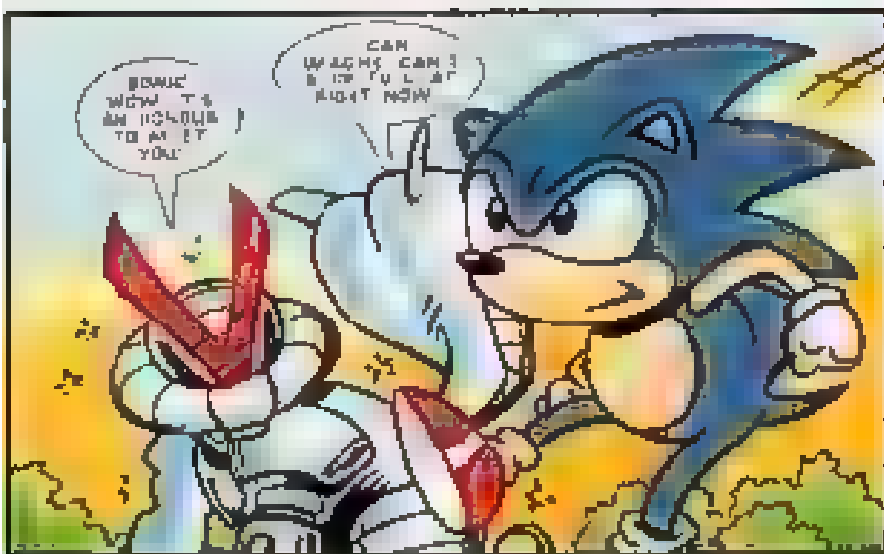
NEW
BOMBPAH THE
CYBERNETIC BOMBPAH
ALL WILL
REVEAL
M

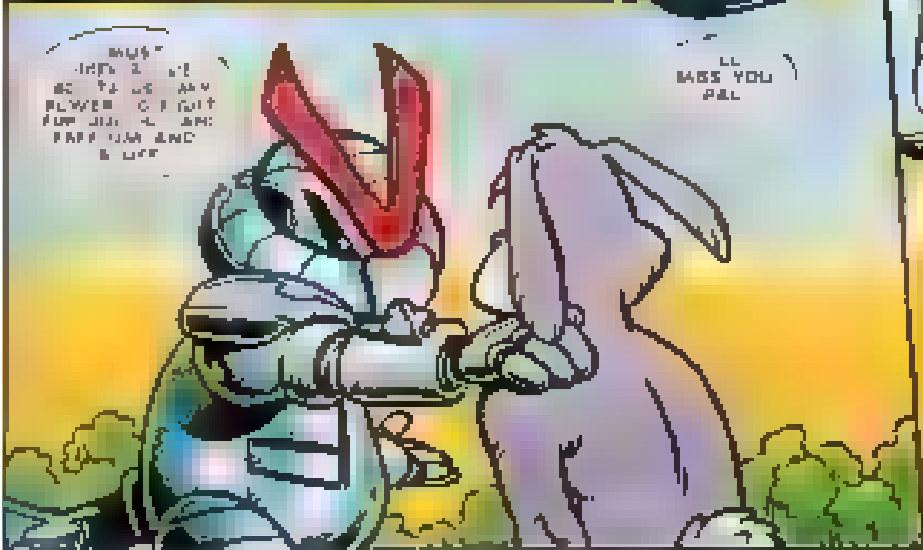
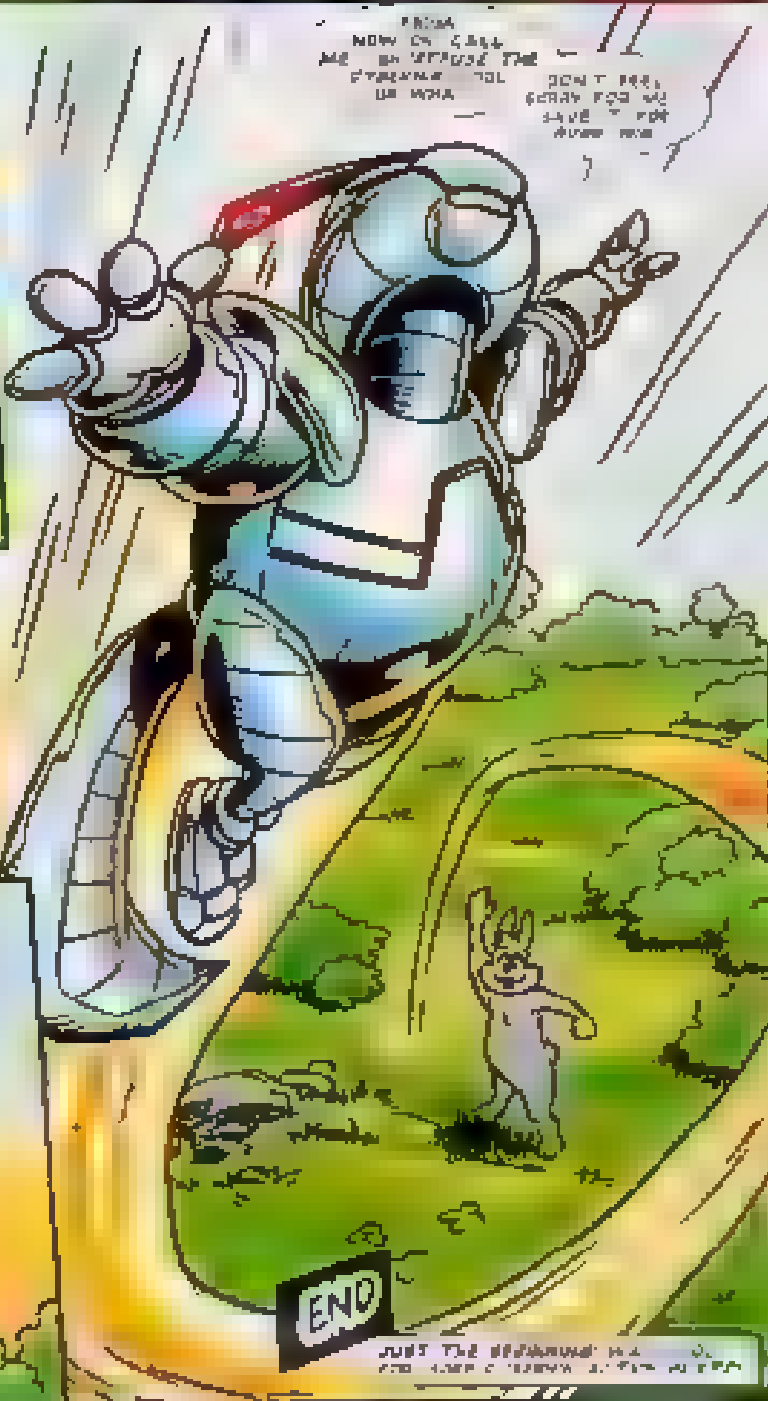
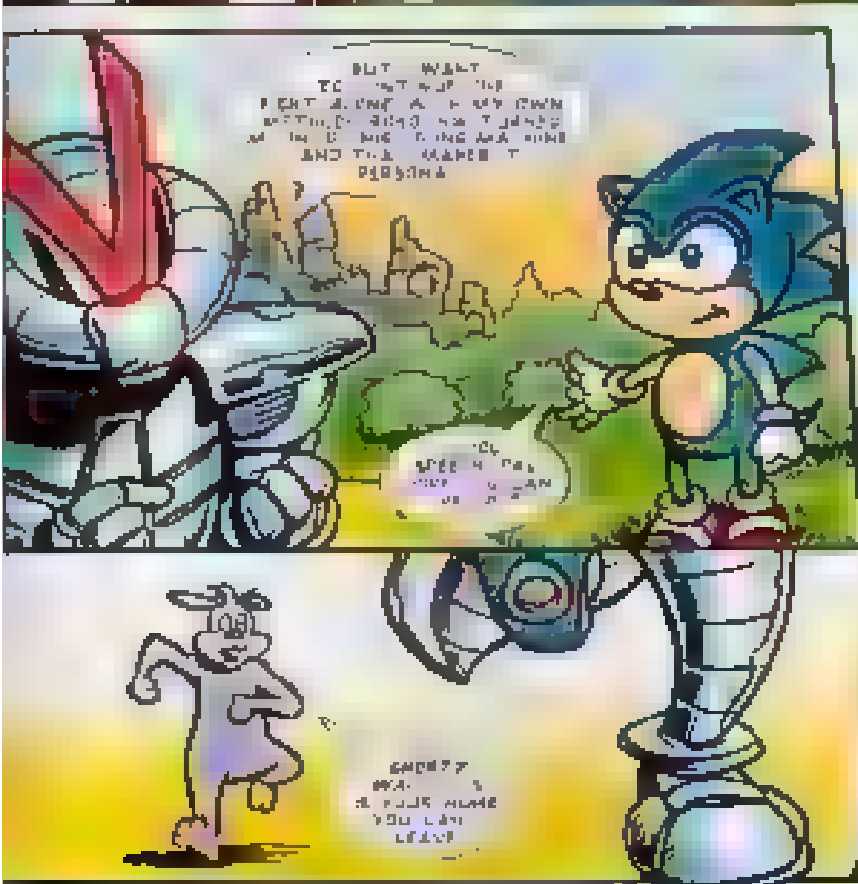
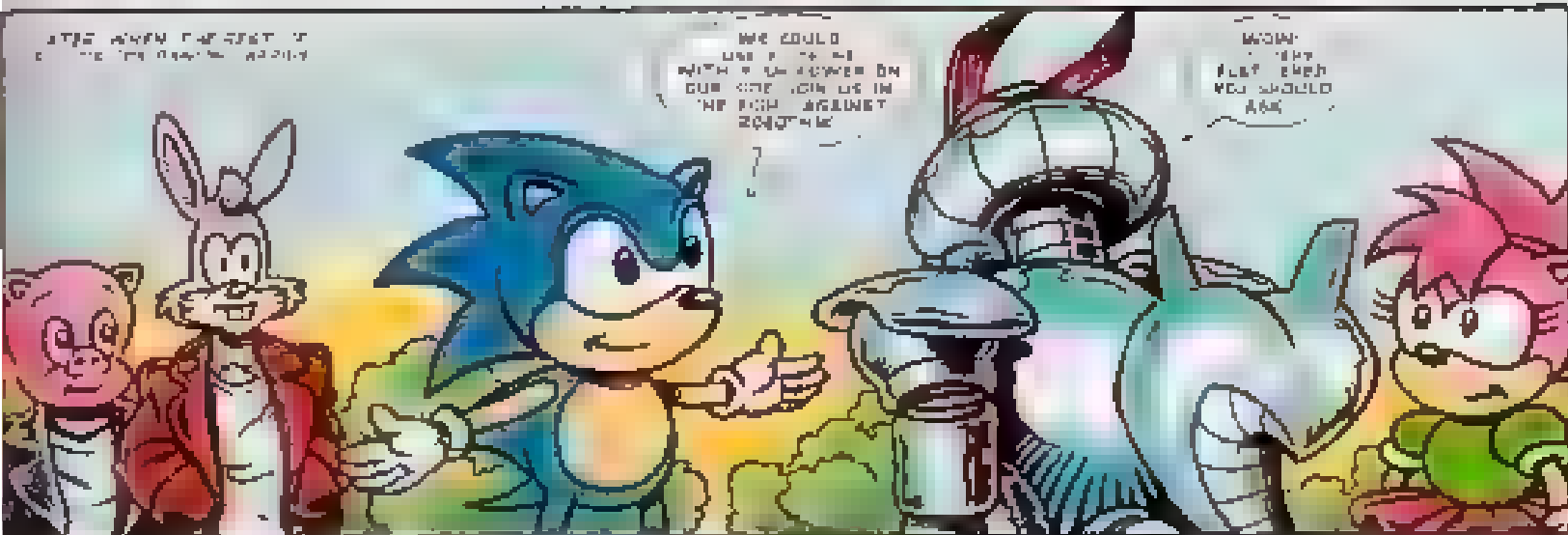
DOH
AM SO
ANGRY











Q

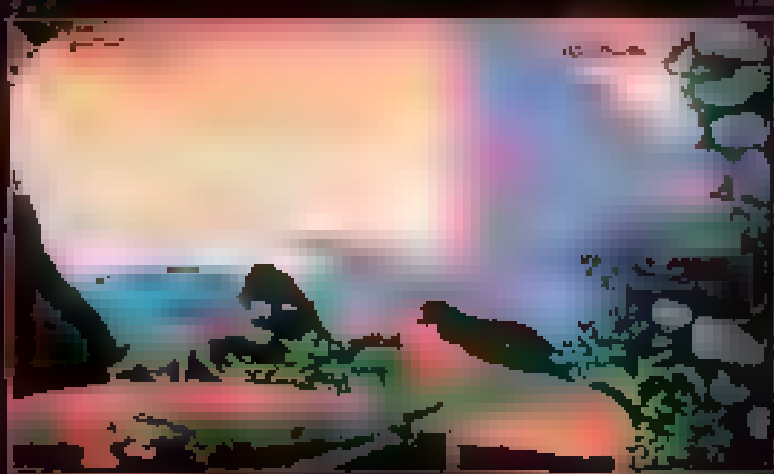
Zone

LION KING

SPECIAL

Part 2

RECORD



APE: Dodge his fire by jumping in the air. Then when he has his back to you, jump on his head. He'll run a bit further up the level, so chase him and repeat these actions. When you reach the top, you'll have completed the level!

SIMBA'S DESTINY LEVEL SEVEN

It's quite easy to get lost on this level, so follow these directions and you should be okay. Start by going left, up, right, up, left, down, right, cut rock from vine, down, left, cut rock from vine, left, up, right, up, left, down, right, down, cut rock from vine, left, up, right, up, cut rock from vine, left, up, left and down to end.

HAZARDS

CHEETAHS: As well as the odd single cheetah, many are hidden together behind vines. The easiest way to kill them is to keep mauling them by holding down the B button.

ROCKS: A major problem on this level. Any rocks that are not being eaten by vines means they are about to chase after you, so run like mad! Rocks that are held by vines **MUST** be cut down. Do this by standing close to the top and mauling the vine by pressing B.

BEAD-END VINES: Placed throughout this level, these stop



AA-LINGA MOTATA LEVEL SIX

Go right and allow the water chute to take you. Head right. Then up. Once at the very top, head right and then allow yourself to be carried down by another water chute. At the bottom, stand to the right of the platform and wait for some logs to appear in the lake. Hop across these, then up the waterfall. Once you reach the top, head right, then head left, then head right to meet an ape.

HAZARDS

Probably one of the most difficult parts of the whole game. Start by jumping onto the far-left log as this moves down the slowest. Once here, hop higher on some of the other logs but try and get back to a log on the far-left. Keep doing this to eventually reach the top.



you from progressing any further. Press the B button to destroy the vine. Even if there is another way you can go, always take this route whenever available.

BE PREPARED • LEVEL EIGHT

Head right until you come to the end. Jump up and hit the loose piece of cave directly above your head. This will cause it to eventually fall, thus creating another exit (make sure you don't stand underneath it when it falls!). Now, while on the raft, you'll meet three platforms which you need to climb on. On the first run like mad to meet up with the raft again; on the second take your time, but watch out for the rolling rock; while the third is near the end. Once there, head left and wait for a cap to cover one of the erupting lava fountains, then climb on top to win.

HAZARDS

LAVA - The two types of Lava to avoid on this level are:

1. Dripping Lava - Don't stand around too long on the top section, otherwise a drop of hot lava will hit you.
2. Rising Lava - Found across the top section, these will erupt every few seconds. Wait next to them. As soon as the lava disappears, get past as quickly as possible.

BATS: These fly into you from all angles, losing you energy. As soon as they appear, kill them before progressing any further, otherwise they'll attack you continuously!

SIMBA'S RETURN • LEVEL NINE

This level is basically a maze of caves in which it's very easy to get lost, so follow these directions to find out

which caves you should go through
1: far-right, 2: far-right, 3: far-right, 4: very top, 5: top-left, 6: far-right and 7: top-left
Now walk right to end.

HIDE ROCK • LEVEL TEN

Start by defeating Scar, then head off. Swing past the hands, then up and right. Climb to the top then head right over more handles. Climb to the very top to take on Scar again. Head right to the end then climb up the vertical wall. Head left, then get to the very top by jumping from platform to platform. Once there you face your final battle to become The Lion King!

HAZARDS

You'll need to go fast around this level, otherwise you'll have some fierce fire to contend with if you're stuck on a platform because the next one along is on fire, move off the screen then come back and the fire should have gone.

A fight with Scar will take place three times during this level. After each fight he'll become stronger and will require more hits to defeat him. To kill him, keep pressing B to maul. If, however, you're near a cliff edge, try and throw him over. You do this by moving close to Scar and pressing Down, B and C simultaneously (this is a very difficult move to perfect, but works very well).



TOP TIPS

- 1 Before starting to play, go to the options screen and select the Easy mode. Not only will the game be easier that, but you'll also get a high score to play with.
- 2 Make sure you catch next issue's Q Zone, which includes an extra special treat for all Lion King gamers.

Series
Jokes & Bits
MORE BECOMES
Catching
KISSA JOE

NEW
SERIES

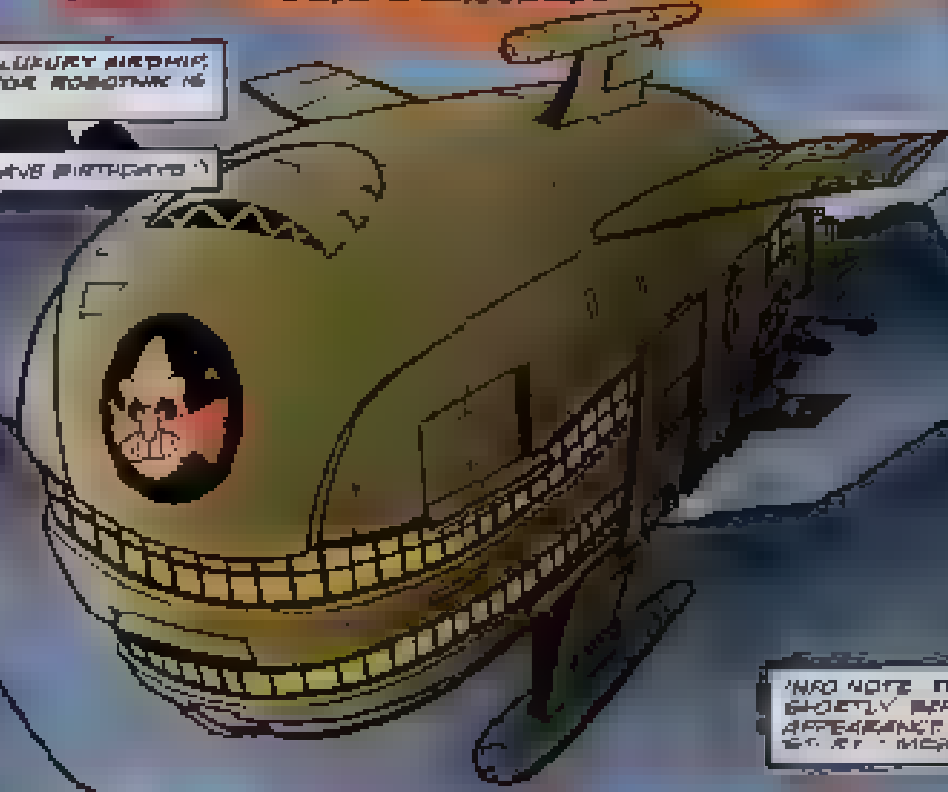
CAPTAIN Plunder

SKY PIRATES!

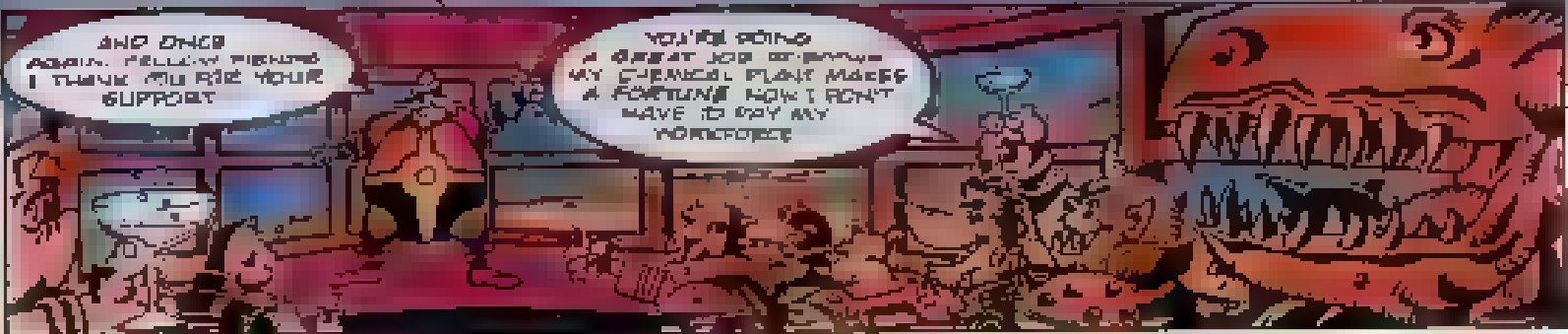


ON BOARD HIS PERSONAL LUXURY AIRSHIP,
THE ROBOTNICKS DOCTOR ROBOTNIK IS
THROWING A PARTY

75% EVIL DICTATORS HAVE BIRTHDAYS



INFO NOTE: THE STORY TAKES PLACE
SHORTLY BEFORE CAPTAIN PLUNDER'S
APPEARANCE IN THIS GROUP'S BOAT
ST. BY - MICHIGAN



AND OTHER
ADVICE. PLEASE REMEMBER
I THINK YOU ARE YOUR
SUPPORT

YOU'RE DOING
A GREAT JOB OF IT
MY CHEMICAL PLANT MAKES
A FORTUNE NOW I DON'T
HAVE TO PAY MY
WORKFORCE



OF COURSE
MY BADNIK TROOPERS
MAKE EXCELLENT BREAD
DRIVERS SO MUCH
CHEAPER THAN

CHUCK!

WHAT-?



THIS IS MOST
UNFORTUNATE

ROBOTNIK
YOU SAID NOBODY
KNEW ABOUT THIS
TRIP





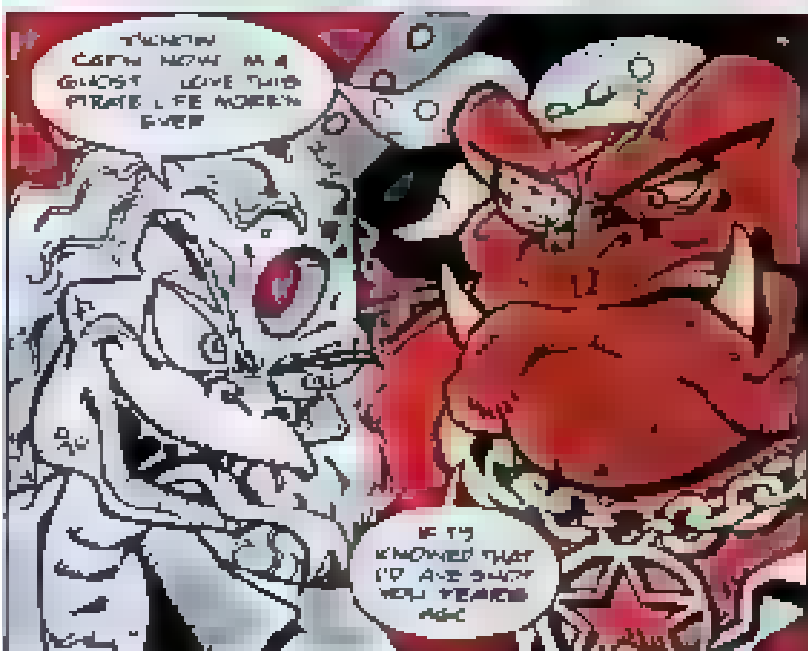
YOU WOO,
ROBOTIC THE
BUT PIRATES
ARE COMIN TO
C.A.L.

YEEAAA!



RIGHT
YOU SHOULD TOL
KNOW WHAT TO DO
ANYBODY FOR A PAND
THEY'LL FIND THEMSELVES
SWINGING FROM THE
YARD ARM ABOVE
BUNNET

PIRCH
WITH ME
AND
CAPT



TENNY
CAPT NOW IN A
GHOST LOVE THIS
PIRATE LIE MORN
EVER

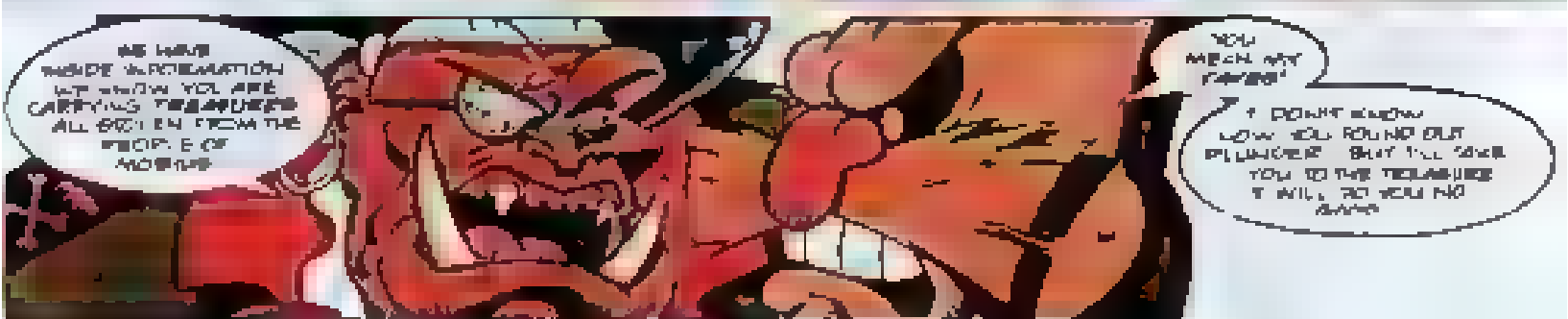
IF I
KNOWED THAT
I'D AND SHUT
YOU YEARS
AGE



WE GOT IN
CAPT WE GOT THAT
DO SOMETHING

YOU'RE
GOING TO PAY
DEARLY FOR THIS
PLUNDER

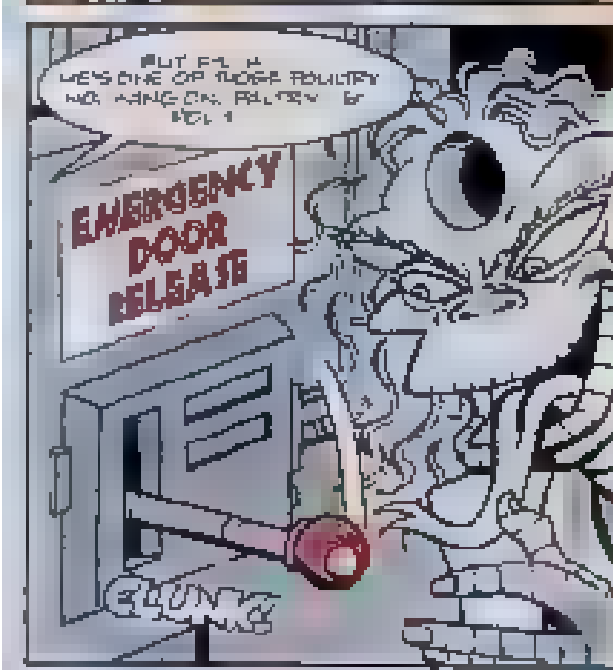
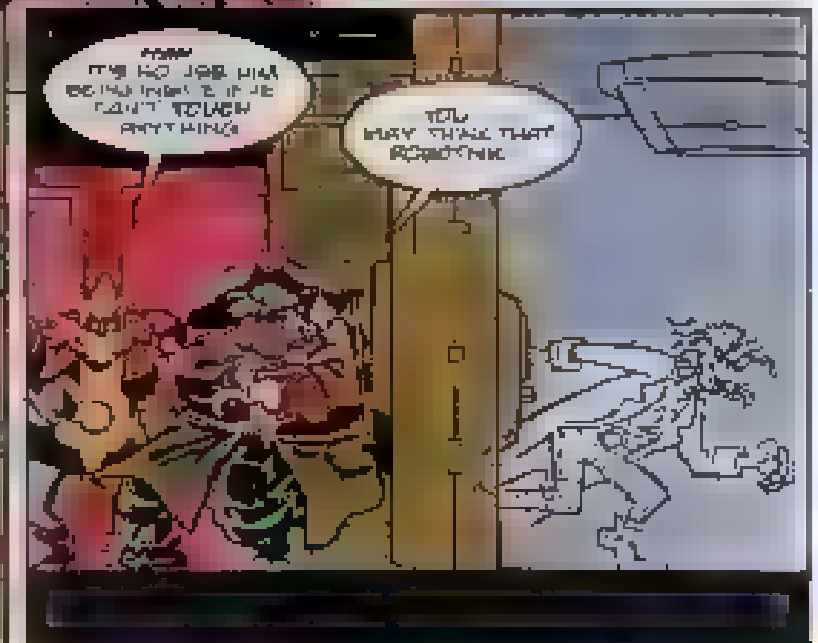
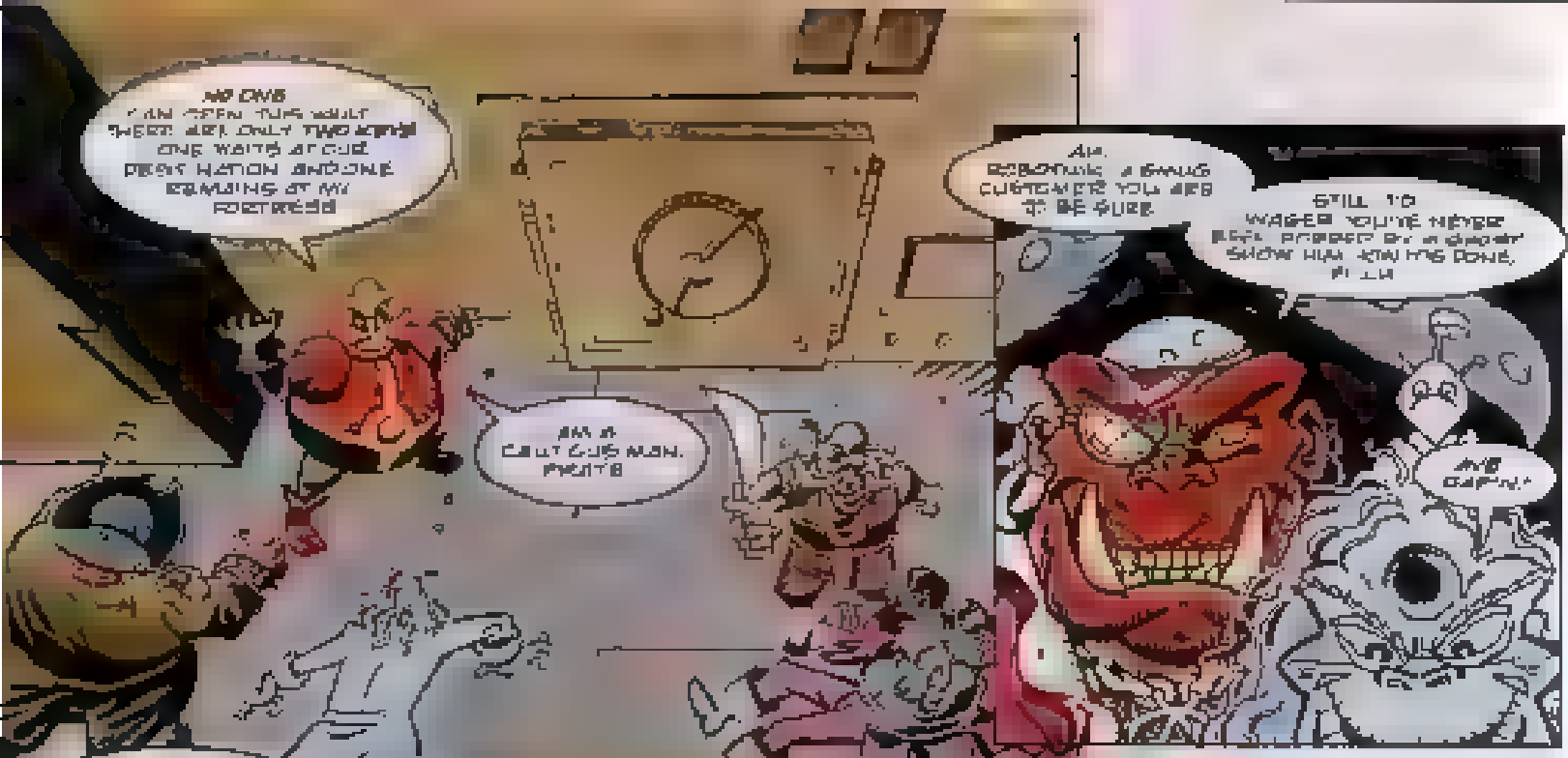
WRONG, THE YOU
THAT'S GOING TO DO
THE TRYING

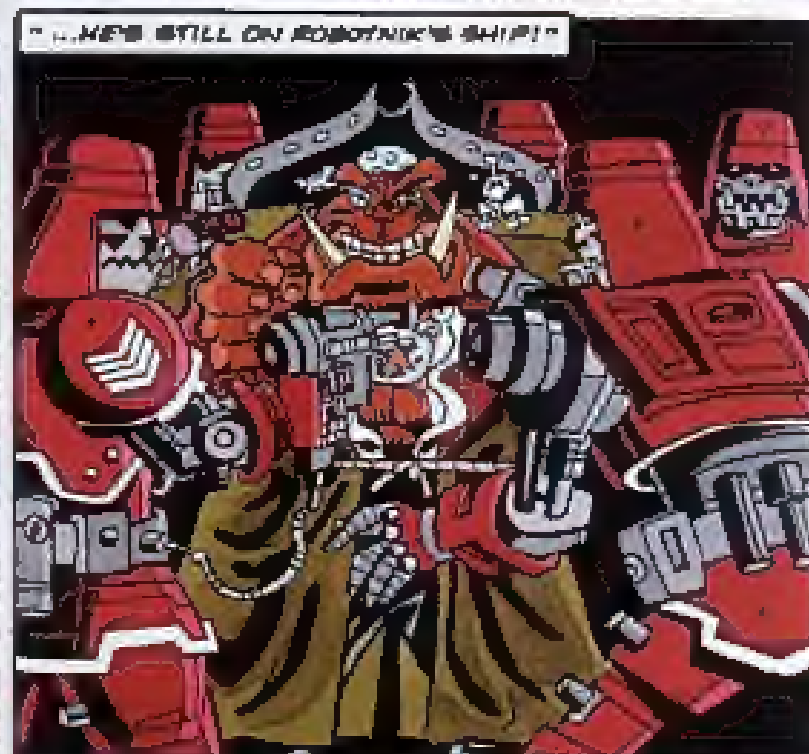
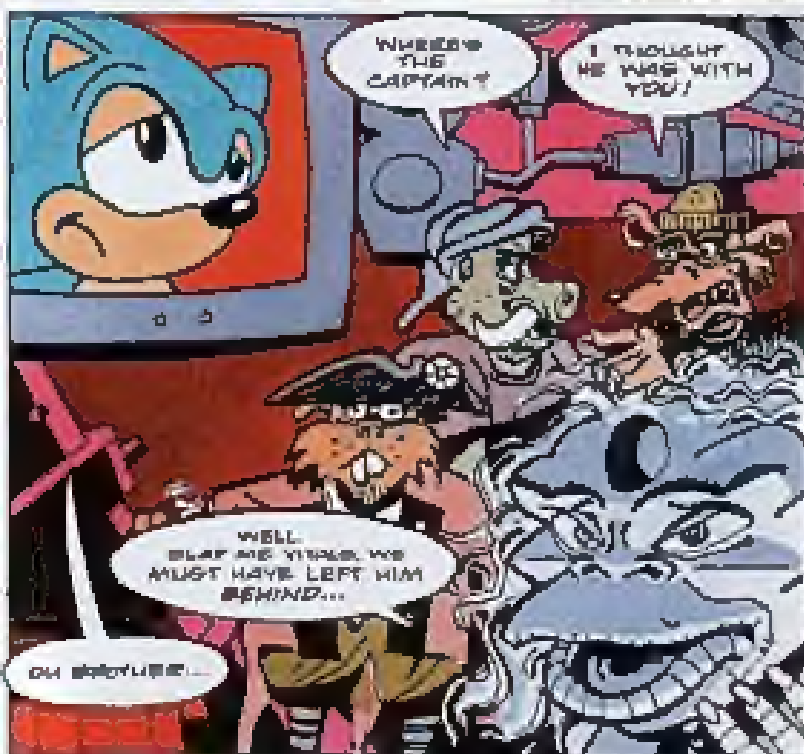


WE HAVE
INSIDE INFORMATION
WE KNOW YOU ARE
CARRYING TREASURES
ALL BOLEN FROM THE
PEOPLE OF
MORING

YOU
MEAN MY
FATHER

I DON'T KNOW
HOW YOU ROUND OUT
PLUNDER BUT I'LL SAVE
YOU TO THE TREASURE
I WILL TO YOU NO
BAND





SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sega The Comic, 25121 Tealstock Place, London NW10 6HS

Write your name, address and Sega system you own (MD, MCD, MS or SG) clearly on your letter or drawing. Every one printed on this page wins a Segasoned prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Doctor D'Robotnik sporting his St Patrick's Day outfit!



Daniel Goldwin, Southport, Merseyside. M3/MD owner. Sonic Water Fun Game Winner.

Bumper Car-Toons!

Dear Megadroid,

Me and my sister really enjoyed STC 41's Bumper Issue. My favourite story was Marko's Magic Football, but my sister preferred Amy. Are there any plans for them to return in the future?

Simon Gentle, Retford, Nottingham. MD owner.

Sonic Water Fun Game Winner.



That depends Si, on whether any other like-minded Boomers feel the same as you and your sis.

Watch this space!

Know to be perpetually under-estimated 28 years of publication. It's not least because your prize after that time, please contact the Tomy Cars Line Direct at the number listed below.

Flint Stoned!

Dear STC,

How can Carl Flint call himself an artist? He makes Sonic and Tails look like infants! You may be sitting in luxury with all that money you're making Carl, but once in a while concentrate on drawing some decent artwork!

"Angry" Kell Mason, Leiston, Suffolk.

Sonic Water Fun Game Winner.



Are all the infants in Suffolk hairy then, "Angry"? STC rang Droid Flint on his 'mobile', but

his personal masseur said he was too busy having his legs waxed to comment.



Mark Ellis, Nottingham, Games. M3 owner. Sonic Water Fun Game Winner.

New Age STC?

Dear Megadroid,

My dad suggested that STC should be put on a cartridge and inserted into a console. This would enable the viewer to listen to a running commentary while watching visuals on the screen at the same time!

Michael Gye, Rugby, Staffs. MD owner.

Sonic Water Fun Game Winner.



I thought that old-type fumes were supposed to be baffled by modern technology, Michael?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasoned prize! One of these fabulous Tomy Toys The Wedgebug Water Fun Games can be yours. Fill it with water and pump the bottom to see if you can help Sonic splash at the power legs. It's challenging.

Excitingly, it's free and it's hot!

The Sonic Water Fun Game is one part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a shoplet in your area phone the Tomy Cars Line on 0200 872007.



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22: THE ZONERUNNER

HE'LL BE BACK in **STC 48!**



ART: ROBERTO CORONA